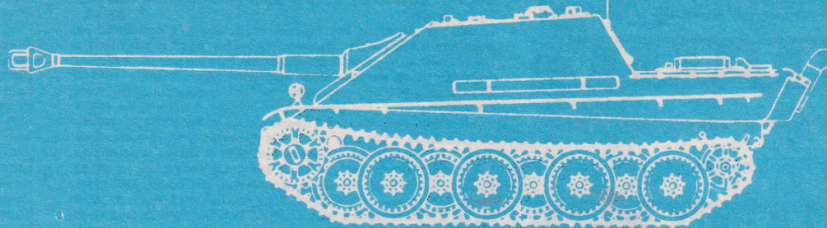




MILITARY SIMULATIONS PTY. LTD.



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Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

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Our well stocked showroom includes over 1200 miniatures on display plus a huge range of wargames and role-playing material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 10.00am to 1.00pm on the first and third Saturdays of each month.

#### CLUB DIRECTORY

We are compiling a national club guide for gamers. We need your club name & contact address. When completed, it will be made available to our customers on request.

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Please note - prices in this catalog are subject to change without prior notice.

## SPACE CRUSADE

Space Crusade is made by Milton Bradley but designed by Games Workshop. It is a complete game for ages 10 to adult, with simplified rules to simulate conflict between Space Marines and the bad guys, which includes Genestealers, orks & chaos.

But the biggest attraction of the game is that it contains 50 highly detailed plastic Citadel miniatures, making it a great buy for any Warhammer 40,000 players. The miniatures included are:

- 12 Mark VII Space Marines, with interchangeable weapons which include 3 assault/auto cannons, 3 missile launchers, 3 plasma guns, 9 bolters.
- 3 Mark VII Space Marine Commander/Sergeants, with interchangeable weapons which include 3 poweraxes & bolt pistols and 3 power swords & power gloves.
- 8 Orks with bolt guns, axes or swords and 14 Gretchin with guns.
- 1 Chaos dreadnought, with assault cannon, missile launcher, heavy plasma gun. 1 Chaos Space Marine Commander & 4 Chaos Space Marines with 3 bolters, missile launcher & heavy bolter.
- 4 Chaos androids with lasguns and 3 Genestealers.
- The game also includes a huge spaceship interior with 4 mapboards, 4 walls, 27 doors, and heaps cards, counters, etc.



**\$25.00**  
Was \$70.00

## MISSION DREADNOUGHT

Mission Dreadnought is Milton Bradley's boxed supplement for Space Crusade, designed of course by Games Workshop. It adds a chaos dreadnought manufacturing facility to the game, which Space Marines have to attempt to destroy. The big attraction is the plastic Citadel miniatures, making it a great buy for all Warhammer 40,000 players. Miniatures included are:

- 6 Mark VII Space Marines, with interchangeable weapons which include 3 Conversion Beam Projectors, 3 lascannons, 3 flamers, 6 bolters.
- 3 Space Marine Tarantula twin lascannon support weapons.
- 1 Chaos Dreadnought with missile launcher, assault cannon.
- 1 Super Chaos Dreadnought with plasma gun, lascannon, flamer, conversion beam.
- 4 Chaos androids with lasguns.
- Also included are 2 new corridor sections, the dreadnought factory game board, 2 walls, 6 bulkhead doors, and game tokens etc.



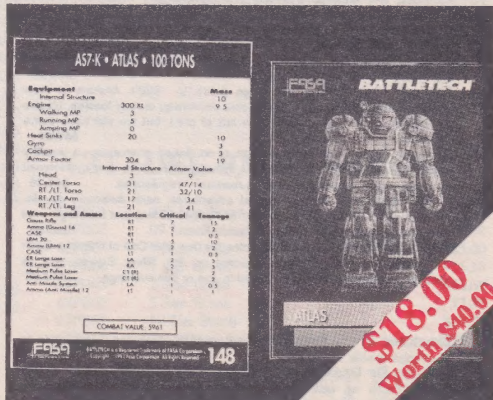
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Was \$30.00

Special Cover Offer: Order 1 copy of Space Crusade and 2 copies of Mission Dreadnought, pay only \$50

## BATTLETECH RECOGNITION CARDS

By FASA, this little box contains 160 BattleTech Recognition cards for the BattleTech game system. Each card contains a full-color illustration (makes a superb painting guide), all of the game's technical specs and information, and the mechforce combat value for that mech. There are 150 primary mech designs covered, which includes Tech 3025 and Tech 3050 Innersphere, and Tech 3050 Clan. The cards are all color coded according to Technology and weight bracket. There are also ten cards which contain information on the Great Houses of the Innersphere and the invading Clans, including one with a map of the Innersphere.

If you grow tired of having to carry Technical Readouts around with you everywhere, these cards are what you need. Just pull out the cards of the mechs you wish to use in your game, and you have all of the information needed, including the locations of all weapons and ammunition.



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Worth \$40.00



## 2 - Role Playing Games

# Roleplaying COLOR CODE

■ New Item Now Available and In Stock

■ New Item Not Yet Released

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**SCI-FI** A chilling future of mega-corporations vying for control of space colonies. But the exposure of humanity to a race of perfectly adaptive Xenomorphs could spell the end of civilization. By **Leading Edge Games**.

**ALIENS ADVENTURE GAME** 194 page book packed with photos, detailing characters, vehicles, equipment, skills. Alien bug-uglies, campaign background, combat, plus everything else players and DMs need to know. This is a low to moderate complexity system that is heavily based on the second film, but also contains several follow-on scenarios. \$45.00

## ALIENS 25mm MINIATURES

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LEA20302	Colonial Marines Set # 2 (8)	\$34.95
LEA20303	Alien Queen, Eggs, Facehuggers	\$34.95
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**Medieval Bestiary** Beasts of legend and the mundane world, over 100 in all, each with a complete story concept. \$30.00

**Medieval Handbook** Explores the society, culture and lifestyle of Mythic Europe's citizens, from serfs to nobles. Due Mar?? \$40.00

**Mythic Europe** The world of Ars Magica, in all the grandeur and romance of Medieval Europe. A full color map of the realm. Due?? \$35.00

**Perma Fabula** GM screen & mini adventure. \$20.00

**Pax Dei** The Internal Realm of Mythic Europe, revealing previously unknown lore about the Divine Realm. \$35.00

**Tribunals of Iberia** Provides extensive background info to the mundane and magical realms of Mythic Europe's Spanish peninsula. It is a bleak, war-torn land. 126 well illustrated pages, including maps. \$22.00

**Tribunals of Rome** Extensive background info on the mundane and magical realms of the Italian peninsula. 13th Century Rome is the heart of the Empire, the most magnificent land in Mythic Europe - and utterly damned. Powers of darkness rule, & mortals and mages fight amongst themselves shamelessly. 126 pages profusely illustrated. \$25.00

**The Maleficium** Explores the machinations and mystique of the Internal Realm - the netherworld. Here you can confront evil, master Dark Arts, & become a mage opposed to the Order of Hermes. 144 pp. \$35.00

**The Wizard's Grimoire** The magic supplement for Ars Magica. 172 pages for both players & storyguides. New laboratory rules, spells, magic items, vocations, & wisdom for Mage characters. \$35.00

## CALL OF CTHULHU

**HORROR** Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By **Chaosium**.

**Call of Cthulhu 5th Edition** A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary, etc. \$45.00

**Dunwich in Arkham Country** Five scenarios set in Arkham, Dunwich, Kingsport & Innsmouth. The major piece, *With Malice Aforethought*, puts the investigators on trial! \$40.00

**Arkham Unveiled** A 160 page guide to 1920's Arkham in New England, includes details on Miskatonic University, creepy locales, bizarre characters, and 4 adventures. Now out of print, but we still have some copies left. \$40.00

**At Your Door** A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. \$40.00

**Blood Brothers** Thirteen casual adventures, each fabulously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. \$40.00

**Blood Brothers II** 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, and is specially constructed to be completed in one or two evenings. \$40.00

**Creatures & Cultists** A fast and kugly card game in which you control rival groups of Cthulhu worshipping loonies. Hilarious fun, by Pagan Publishing. \$16.00

**Creatures of the Dreamlands** Beautifully illustrated colour guide to 31 strange beasts. \$30.00

**Cthulhu By Gaslight** Includes extensive background info for 1890's London, such as social classes, politics, times, maps, biographies, Cockney slang, cost of living, Club life, and an adventure *The Yorkshire Horrors* featuring Sherlock Holmes. \$40.00

**Cthulhu Casebook** 9 adventures: The Auction, The Madman, Black Devil Mountain, The Asylum, The Mauretania, Gate From the Past, Westchester House, Curse of Chaugnar Faugn & Thot's Dagger. Includes the 10 Commandments of Cthulhu Hunting, Plot Germs & a collection of

**Grisly Descriptions!** \$40.00

**Cthulhu Now 2nd Edition.** 144 page 1990's sourcebook that covers new equipment & firearms, computers, helicopters, enhanced monster hit-locations, contemporary character sheets, & four adventures that features an undersea city, a crashed Space Shuttle, & a metal band with a Mythos groupie! \$30.00

**Curse of Cthulhu** The Brotherhood is staging a comeback, and players must travel to San Francisco, the Andes, Egypt, and Romania to find out who is responsible for a string of child murders & abductions. Reprints of the classic *Fungi From Yuggoth* & 3 other scenarios. \$40.00

**Dark Designs** 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. \$40.00

**Dreamlands** A 122 page sourcebook that explores the fantastic realms beyond the veil of sleep. Includes dream skills & abilities, 6 adventures, new spells, the Underworld, a bestiary, and a map. 3rd Edition. \$35.00

**Escape from Innsmouth** A decayed husk of a coastal town slowly dies with its diseased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. Features the epic *Raid On Innsmouth*, when the army storms the town. 160 pages. \$40.00

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**Fearful Passages** Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. \$40.00

**Devil's Children** The horror begins at the Salem witch trial in 1692, and returns 300 years later to Arkham. This module was originally run as a tournament scenario at Conquest. \$20.00

**Dire Documents** A collection of bizarre stationery, letterheads, note paper, & death certificates. \$18.00

**Great Old Ones** Six 1920's scenarios (one involves a 1927 English lunar expedition): The Spawn, Still Waters, Have You Seen the Yellow Sign?, One In Darkness, The Pale God & Bad Moon Rising. \$40.00

**Horror on the Orient Express** A magnificent campaign that hurtles along on a nightmare journey from London to Constantinople, gradually unearthing fragments from an occult device of inestimable antiquity. Contains over 250 pages of text, plus handouts and great maps. \$60.00

**Investigators Companion, Vol One** At last, a book for players! This features loads of background material on the 1920s, including equipment, travel, society, etc. \$20.00

**Investigators Companion Vol Two** More players only information on life in the roaring 20s. Sourcebook only. Due Mar. \$26.00

**Keepers Compendium** 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background incl. forbidden books, secret cults, alien races, mysterious places. \$26.00

**King of Chicago** A guide to Chicago in the 1920s, featuring background material and scenarios. Lose your sanity in Al Capone's home town 1128 pages. Due May. \$38.00

**Kingsport** A secluded fishing village known for its ambience by tourists & artists, but behind a facade of normalcy lies an ancient Witch Cult, & unspeakable creatures that lurk in the fog! With 3 adventures. \$35.00

**Mansions of Madness** Five 1920s adventures, each based around an isolated building: Mr Corbett, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. \$35.00

**Return to Dunwich** Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. Includes a map & 2 adventures. \$40.00

**Sacraments of Evil** Cor Guv'nor, I think somethin' slimy just off the butter. A horrifying collection of six gashlight scenarios. \$38.00

**Tales of the Miskatonic Valley** Six excellent 1920s adventures, set in various parts of Lovecraft Country. Learn about the Amazing Fish Boy and other strangeness. \$35.00

**Terror Australis** Sourcebook for 1920s Australia & the Aboriginal Dreamtime. Includes 3 adventures: Pride of Yarrimburra, Old Fellow That Bunyip & City Beneath the Sands. \$40.00

**The Stars Are Right** Six cutting edge adventures of modern horror. Fractal gods invade from home computers, Y'Golonac stalks the homeless, San Francisco burns down, and worse! \$40.00

**The Thing at the Threshold** A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artifacts, a subsequent expedition triggers tragic love consequences. \$35.00

**Ye Bookie of Monsters** New horrible and generally untidely creatures for Call of Cthulhu. 64 pages. Due Apr. \$20.00

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1. **The Hastur Cycle** A definitive collection of stories about *He Who Is Not To Be Named*. These are classic stories by Lovecraft & his circle.
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3. **Cthulhu's Heirs** An all new collection of tales, modern authors follow in the equidistant footsteps of Lovecraft & pals. Due Mar.

## CHAMPIONS

### Note Low Prices

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**Champions Comprehensive** 346 page softcover book based on the Hero system. The best superhero RPG on the market. Details 8 primary characteristics, 5 figured characteristics, 59 skills, 6 perks, 20 talents, 64 powers, 33 power advantages, 23 power limitations, 17 character disadvantages, etc. \$35.00

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**Challenges for Champions** Contains 10 scenarios, with tips on how to adapt them to suit specific characters. Includes general guidelines on scenario generation and design techniques. \$8.00

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**Champions of the North** 128 page Canadian sourcebook, includes data on culture, history, politics & geography, plus a large selection of new heroes, villains, organisations and adventures! \$20.00

**Champions Presents #1** 3 adventures: Spectrum - A supervillain organisation uses political kidnapping to pass anti-supervillain legislation. No News of a Thaw - Dimensional ice demons generate arctic weather conditions to try and conquer the world. Menace Out of Time - A trip through time unleashes a host of strange adversaries: Nazis, robots, war gods, gunslingers, ghosts, and dinosaurs! \$20.00

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**Champions Universe** Has a complete listing of all criminal & otherwise organisations, glossary for every character, group, location & device, timeline of important events, atlas of the world, new characters & organisations, who hates who & who likes who, etc. 189 pages. \$25.00

**Classic Enemies** A reprinted & updated selection of 75 villains - both solo operatives and powerful criminal organisations. 112 pages, including a reprint of the *Escape From Stronghold* adventure. \$17.95

**Classic Organizations** Details and updates all the old major Organizations such as PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario slugfest. 192 pages. \$25.00

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**Day of the Destroyer** Doctor Destroyer wants to rule the Earth, if world leaders refuse his New World Order he will start to cull the population, unless he gets his ass kicked by some superheroes. \$7.50

**European Enemies** Features 35 new villains, including a super-powered punk band & mercenaries who dabble in magic! With several adventures, details on new organizations, etc. 96 page. \$16.50

**Invasions from Below** King Earthworm and his twelve super-powered Darklings, plus a whole horde of Subterranean, surge forth from their vast underworld kingdom to conquer the surface world. \$11.00

**Invasions: Target Earth** Designed to allow GM's to create classic pulp-action alien invasions, using anything from giant reptilian monsters, to ancient robots, or horrors from the ocean depths. \$11.00

**Justice, Not Law** A sourcebook for the Dark Champions universe, including a complete campaign, new vigilantes, over 36 new villains and NPCs, and new criminal organisations, eg Russian mafia. \$22.00

**Kingdom of Champions** A 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Includes a collection of Pommie super-criminals and organisations, plus a dozen adventures. \$18.00

**Mind Games** Mutants from the Parapsychological Studies Institute seek to destroy all superheroes by manipulating and distorting their memories or dragging out nightmares from their subconscious. \$8.50

**Murderer's Row** Dark Champions supplement. Due May. \$25.00

**Mythic Masters** Super-magicians from an alternate dimension invade Earth, with their arcane powers, mighty artifacts, and collection of AD&D modules, they threaten a new dark age! 112 pages. \$13.50

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**Olympians** When the Greek gods finally freed themselves by kicking some serious Titan ass, Zeus re-opened the Earth portal, thus unleashing his pantheon into the 20th century! \$12.00

**Shadows Of The City** Three adventures in 144 pages: vigilantes are killing cities while hitting drug organisations, brainwashed minions of Reverend M, and occult forces in Street Magic. \$20.00

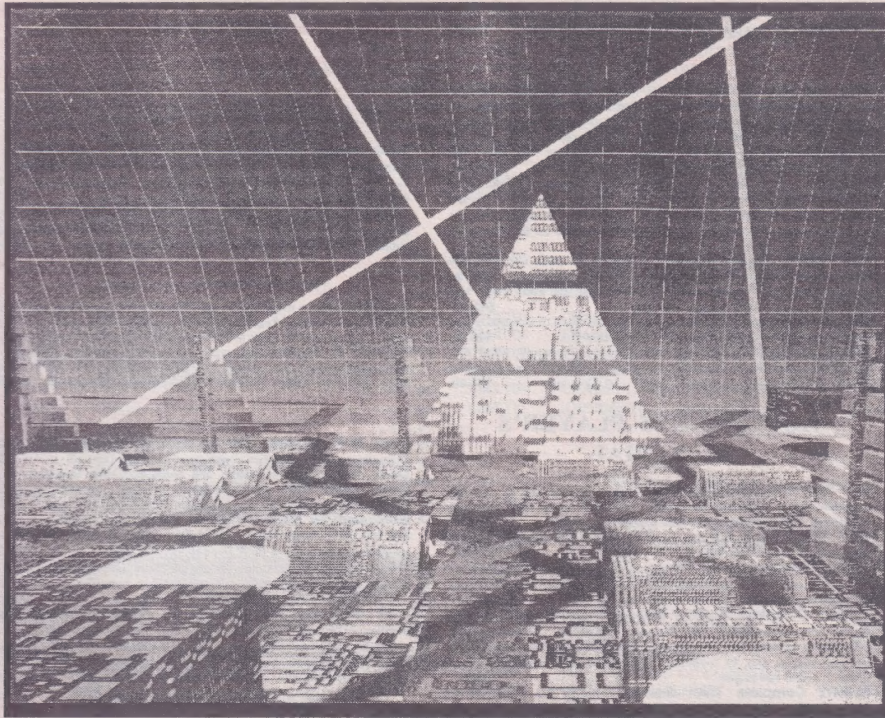
**The Mutant File** What makes a mutant, what it means, & who they are. 30 new characters, mutant generator, etc. \$18.00

**Underworld Enemies** Thirty new street villains to spice up games of Dark Champions, with campaign tips, adventure seeds, including a mini-campaign that introduces all the villains in the book. \$18.00

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**Zodiac Conspiracy** Zodiac is an organisation of twelve sophisticated, immortal villains who plot world conquest from within their orbiting organic lair, and whose powers come from star signs. \$13.50





ships, and some Orbital politics. **\$25.00**

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**Eurotour '21** Six adventures with the Cyberpunk characters as bodyguards of mad Rockerboy Jack Entropy, as he tours Europe. Featuring Brit street scum, French goldenkids, etc. **\$22.50**

**Eurosourcebook** Details New Europe, the Eurocrats paradise that veils a continent simmering with bitter historical feuds, toxic wastes & nationalistic gangs. Includes three adventures. **\$20.00**

**Hardwired** Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. **\$22.00**

**Home of the Brave** Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. 144 pages. **\$35.00**

**Land of the Free** A five adventure campaign pack in which your team of cyberpunks are hired to extract a corporate from New York & deliver him to Night City. Run ins with Elvis Posers, Delta Pirates, a dirigible, & other friendly peoples will make this an unforgettable run. Due Feb. **\$40.00**

**Maximum Metal** Six types of advanced personal power armor, each with their own spec sheet, tanks, artillery, APCs, mil-spec aerodyne assault vehicles, counter-measures, airships, new melee weapons, beam weapons, & all other manners of military & corporate hardware. **\$25.00**

**Night City** 2nd printing features corrected errors etc. Sourcebook with huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages. An ideal home setting for campaigns. With a full color map of the city. **\$35.00**

**Night City Stories (Atlas)** Contains 4 connectable adventures set in NightCity, from the luxurious Corporate Sectors where the money lives, to the Combat Zone & its nightly urban holocaust. 144 pages. **\$30.00**

**Protect and Serve** A sourcebook dedicated to the Cop character class, features new equipment & weapons, gangs & organised crime, operational procedures, crimes & sentencing, punishment, etc. **\$20.00**

**Rache Bartmoss' Guide to the Net** A 152 page complete guide of the net throughout the world. Includes Als, Netwatch loamen, Arasaka Datafarms, new software, lots of full color regional maps, new city grids, new datafarms impossible to crack, new netrunning options, an entirely new run - the MicroNet, & lots of full color artwork. **\$29.95**

**Rough Guide to the UK** Everything needed to play a down & dirty campaign in the future UK. Written by an English group. Due Apr. **\$24.00**

**Solo of Fortune** Sourcebook for Solos, with new rules, equipment, weapons, gang type descriptions, corporate extractions, etc. Remember, when you want to impress a booster gang leader, shoot one of his boyz under his nose - or even better shoot yourself without showing pain! Now back in print. **\$20.00**

**Tales from the Fortorn Hope** Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. **\$22.50**

**The Unexpurgated Cyberpunk Ref's Guide** How to run a good Cyberpunk campaign. For referees/GMs. Due Mar. **\$19.95**

**The Cairns Chip** (Atlas) Humantech, a secretive biotech firm, has developed a chip that will enable it to control victims of cyberpsychosis, and thus create a mercenary gang of high-tech zombies. **\$15.00**

**Wildside** A guide to the street - life there and the fixer's world. Covers fixers, Mobsters, Loan Sharks, Fences, Agents, Smugglers. **\$22.00**

**When Gravity Falls** Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, and a sexy adventure. From the novels of George Alex Effinger. **\$25.00**

## DANGEROUS JOURNEYS

**MULTI GENRE** Gary Gyax's back! And the old mentor of roleplaying has helped to produce a new system that features flexible mechanics and very detailed characters.

**MYTHUS** This is the core fantasy sourcebook; it features a rich heroic persona creation system (vocations, knowledge, skills, quirks, birth, etc), improving skills & abilities, combat & healing rules, Heka Energy & basic magic, time, game realism, magic items, an adventure, and more. 413 pages. **\$40.00**

**Mythus Bestiary #1** A 350 page book of all the creatures inhabiting the fantasy world of Mythus, including everything from killer snails to spiked crocodiles to dolphins. **\$50.00**

**Mythus Magic** Expands the magic rules & Heka powers, has over

1000 spells listed for Mages (with 5 schools), Priests (with 5 Ethos) & 15 other Archetypical Castings, plus more magic items. 382 pages. **\$37.00**

**Mythus Gamemaster's Screen** A standard cardboard prop upon which are printed the basic rules framework, and behind which the GM can cheat on the roll! Includes play aids. **\$18.00**

**Mythus Prime A** 144 page complete game introduction to the Mythus game world of Aethr. Includes full color maps of the whole world, and all rules needed to play the game. **\$26.00**

**Epic of Aethr** An Earth-like fantasy campaign setting (continents are called Aeropa, Afrik, Central Azir, etc) with extensive subterranean labyrinths (Shallowshadow, Midgloom & Deepdark), and a hollow interior wherein reside ancient races. Technology & civilization remain at a Late Renaissance level, but magic is quite extensively developed. **\$40.00**

**Necropolis** A Mythus campaign adventure set in magical Egypt - the characters embark upon the great river Nile in search of lost tomb. They face hazards such as bandits, demons, and worse! **\$40.00**

**The City of Ascalon** 160 page book of the port city Ascalon, a setting of political intrigue and swashbuckling adventure. With 1 large poster map, 8 street maps, etc. Due Mar? **\$40.00**

### Novels - Mythus Aegyption Trilogy

1. Anubis Murders **\$7.50** 2. Samarkand Solution **\$10.95**  
3. Death in Delhi **\$10.95**

## DARK CONSPIRACY

**SCIENCE-FANTASY** A decaying, polluted near-future Earth where other-worldly denizens have secretly manipulated world events in a conspiracy that has lasted since ancient times. In-your-face horror meets maximum firepower. By GDW.

**DARK CONSPIRACY 2nd Ed** Despite advances in technology world society has begun to fall into ruin. Pissant nightmare powers, hidden since the rise of civilization, manifest themselves, to challenge humanity's rule. 336 pg, with 62 PC careers, 51 skills, lots of unnatural critters, etc. Features revised rules, and who knows what else. More details later. Due Aug?? **\$40.00**

**Among the Dead** In New York a children's hospital is providing orphans as human raw material for some unspeakable purpose, one that has connects to an undying creature in decayed Moscow. **Special \$10.00**

**Darktek** An equipment guide with gruesome biological Dark Minion weapons, futuristic ET constructs, advanced corporate consumer technology, vehicles, robotics, electronic equipment, etc. 104 pgs. **\$25.00**

**Dark Races Vol. 1** A compendium of 46 creatures, with details on mythology, skills, vulnerabilities, empathic abilities, combat tactics, etc. Includes mechanicals, Super Rats, the Toxic Mother. **Special \$15.00**

**Empathic Sourcebook** Contains expanded rules for the Empathy statistic and its many related skills, as well as new abilities & organisations important to empathic characters. 120 pages. **Special \$15.00**

**HellsGate** NASA's newest Comet is bearing an unknown signal to Mexico, while the gods of the ancient Mayans are rising anew. The way is now open for the coming of the Great Dark One. **Special \$16.00**

**Ice Daemon** In southern Texas, during the middle of Spring, an arctic storm ravages the state. Out in the icy badlands a creature stalks again, not since the Earth's last ice age has it hunted prey. **Special \$5.00**

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**Nightcider** An adventure that combines a sunny island resort, a high-security army base, and a sleepy township whose residents aren't able to leave. More details on the plot next time. **\$8.00**

**Proto-Dimensions Vol. 1** Describes over 12 new dimensions, bizarre environments that can be detrimental or beneficial to the players. Explains how to discover them, and how to leave. **\$25.00**

### Novels: - \$10.00 each

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## DREAMPARK

**SCIENCE-FANTASY** A techno-fantasyland park equipped with virtual reality tools allows teams of Gamers to defeat an array of cross-genre scenarios presented by the Game-masters. By R.Talsorian.

**DREAMPARK** A universe where anything is possible, created by technology that combines every style of historic fact and imaginative world. Characters are able to redesign themselves, and they never die, they only lose games. The mechanics are flexible, with 2 levels of complexity. A fairly relaxed style of game. **\$30.00**

**Dreampark Referees Pack** A flashy GM screen with all necessary game play information, 9 new character cards, & a 48 page GM's Guide, with tons of weapons, armor, vehicles, & actor catalog. **\$25.00**

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**The Curse of the Khalif** An Arabian Knights style adventure, with a few plot twists added. Features 9 new NPC cards, flying carpet combat, damsels in distress, and a few other cliches. 48 pages. **\$19.00**

## DUNGEONS & DRAGONS

**FANTASY** The beginner's version of AD&D - translated into 13 languages, millions of copies this RPG have been sold worldwide. Recommended for players aged 12 and over. By TSR.

### RULEBOOKS & BOXED SETS

**The Classic Dungeons & Dragons Game** The popular D&D game, updated, streamlined, and repackaged in a convenient box size that will fit easily on any standard shelf. The ideal entry into adventure gaming, with fearless characters, knights, elves, wizards, and ferocious monsters to overcome while adventuring in dark dungeons. 64 page rulebook, 32 page adventure book, DM screen, dice, 14 plastic pawns, card stand-up figures, & large map. Due June. **\$45.00**

**Dungeons & Dragons Game** Contains an excellent instructional program called the Dragon Card Learning Pack, a 64 page rulebook, a 6-panel DM's screen, dice, 48 colour character/monster counters, and an adventure map. This is specifically designed for beginners, and as such is easy to learn. **\$25.00**

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**Rules Cyclopedia** This 304 page hardback book replaces the Expert, Companion & Masters box sets. Details DM & Player's information for character levels 1 thru 36, covering character creation & classes, spells & spell casting, equipment, movement, encounter, combat, experience, NPCs, strongholds & domains, monsters, immortals, treasure, campaigning, planes of existence, variant rules & much more! **\$50.00**

**Champions of Mystara** This set builds upon the Princess Ark series of stories presented in Dragon magazine. Details the regions westward of the Known World, the use of skyships in your campaign, how to develop skyship crew-member characters. Includes 4 new maps. **Special \$25.00**

### ADVENTURE MODULES

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**DDA1 Arena of Thyatis** It's the festive season in Thyatis, and for dungeon-weary adventurers this is a great time to meet the aristocracy, enjoy a few duds, and fight in the arena for a little fun! **\$6.00**

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**M3 Twilight Calling** In the Septahenge stand 7 gates for 7 realms. In these realms stand 7 guardians with 7 symbols. From these symbols comes one key - with this key the Carnifex can be defeated. **\$10.00**

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**IM1 The Immortal Storm** A swirling grey maelstrom of immense proportions threatens immortal rule. The players must travel the multiverse to find the essence of life and save the Hierarchs. **\$8.00**

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Campaign world series for use with D&D or AD&D. All titles include complete historic, economic, geographic & social information for players & DMs, as well as details on cities & significant NPCs.

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**AC1010 Poor Wizard's Almanac** B4-sized 240 page almanac that comprehensively details the year AC1010 - in the wake of the Great War of Wrath of the Immortals. Includes a rich overview of Mystara, complete world army synopsis, who's who listing, the huge Year in Review, plus a colour fold-out map. **\$11.00**

**AC1011 Poor Wizard's Almanac II** A detailed DM's guide to the year 1011, covering personalities & events of important in Mystara, the Known World & Hollow World. Includes a social register, and an atlas. B4 size, 240 pages - a full gaming years worth of events. Due Dec. **\$20.00**

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# 4 - Role Playing Games

control of his ruling scepter. For character levels 6 to 8. **\$11.00**  
**HWR2 Kingdom of Nithia** Describes a legendary nation ruled by powerful pariahs, a changeless culture renowned for its pyramids and stories of sky chariots. Includes Nithian character classes. **\$12.00**

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**DMR1 Dungeon Master's Screen** Standard format, updated to include the new Rules Cyclopedia, and containing a 32 page adventure: Escape from Thunder Rift. **\$22.00**  
**DMR2 Creature Catalog** 128 pages of new & updated critters. If TSR are serious about this collection of hero-fodder then it should be completely illustrated, unlike previous attempts! **\$30.00**  
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## ADVANCED DUNGEONS & DRAGONS

**FANTASY** A bunch of people sit around a table, scoffing junk food, screaming deliciously with every '20' rolled, and generally trying to kill everything that moves & hoarding loot! By TSR.

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**First Quest: The Introduction to the AD&D Game** A boxed supplement that includes everything you need to learn how to play AD&D. It includes an audio CD that introduces role playing concepts, and multiplay audio adventures with specialised sound effects. Also includes five game booklets, DM Screen, poster size map, card sheets, plastic miniatures, & dice. Due May. **\$39.95**

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**MCC1 Monstrous Manual** 384 page hardback book containing selected critters from MC1, MC2 & a few other sources. Some updated material plus colour illustrations. Gee thanks TSR. **\$55.00**  
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**Magic Encyclopedia Vol. 1** An illustrated index of common & bizarre magic items that have appeared in books, modules and magazines over the years (both current & out of print products). **\$22.00**  
**Magic Encyclopedia Vol. 2** Continues the list above; each entry includes brief description, illustration, original page ref. & GP value. Features a woman with big breasts on the cover for the boyz! **\$22.00**  
**REF1 DM's Screen 2nd Ed.** A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps, horde all the best bits of junk food, or cheat like hell with dice rolls! Includes a 16 page mini-adventure (for level 5-8). **\$16.00**  
**REF2 Character Records** 25 character sheets, 13 spell logs, plus a guide to PC-generation. **\$18.00**

## ACCESSORIES-CAMPAIGN MATERIAL

**City Sites** For use with any campaign world, this book contains new floorplans on city & town locations, including inns, stables, embassies, noble manors, temples, jails, etc., including details on NPCs living or working in these locations. Due Jan'95. **\$26.00**  
**Dragon Mountain** A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the steamy' crap out of 'em and steal the loot! **\$70.00**  
**DMGR2 The Castle Guide** Details the feudal setting, politics, churches, social classes, taxes, knighthoods, tournaments, types of castles, castle construction (time, cost, work seasons, etc.), unusual castle designs (keeps, forts, citadels, strongholds, etc.), siege warfare (mining, starvation, etc.), etc. **\$30.00**  
**DMGR3 Arms & Equipment Guide** Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost and correct application, plus lots of nifty illustrations. **\$30.00**  
**DMGR4 Monstrous Mythology** Campaign details on Divine Beings & abilities, Avatars, priesthods, and the Gods of the Demihumans (Elves, Dwarves, etc.), Golems (Orcs, Goblins, etc.), Underdark races (the Drow, Illithids, etc.), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. **\$30.00**  
**DMGR5 Creative Campaigning** Nifty book that covers alternative campaigns & adventure ideas, freestyle playing, handling unexpected situations (like your sister just turned Born Again, and she burns all your books 'cause their devil worship, just as Flash the Paladin was going to marry the buxom Amazon Queen and thus inherit the +5 Holy Avenger sword of Instant Decapitation!), and more - worthwhile! **\$35.00**  
**DMGR6 Complete Book of Villains** Guide to creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. Due May. **\$35.00**  
**HR1 Vikings** 96 page sourcebook for Norse campaigns. Includes details on Rune magic, classic monsters, Viking culture, historic background, sample floorplans & longship deckplans, treasure, etc. **\$30.00**  
**HR2 Charlemagne's Paladins** Combines the period of Europe's Holy Roman Empire and the war against the Saxons, but spiced liberally with rich folklore. A sturdy campaign of the dawn of chivalry. **\$30.00**  
**HR3 Celts Campaign Sourcebook** A rich description of a variant historic/fantasy campaign setting. Includes character gifts, part Sidhe or Fomorians characters, Heroic Feats (skills), magical pikeaxes, traditional monsters, equipment, weapons, Celtic culture & society, forts, and geographic notes. Great! **\$30.00**  
**HR4 A Mighty Fortress** A variant campaign set in 1550 to 1650

Europe - a time of great religious strife and civil wars, but where swashbuckling heroes could chance all for fame and fortune! **\$30.00**  
**HRS Glory of Rome** Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. **\$35.00**  
**HR6 The Age of Heroes** The golden age of Ancient Greece, including mythological heroes Hercules, Odysseus, Hector, Achilles, etc. Source material for campaigns based on Greek city-states. April. **\$35.00**  
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**Legends & Lore 2nd Ed.** Covers the mythologies of the American Indians, Arthurian England, Aztecs, Celts, Chinese, Egyptians, Ancient Greeks, Indians, Japanese, Newfow (Lankmar) & the Norsemen. Includes avatars, Clerical powers & temples. Designed for the creation of campaign deities. 192 pgs **\$40.00**  
**Red Steel** A campaign expansion containing an audio CD. Has new rules, source material, & adventures all featuring a new region called the savage coast, which has deposits of red steel, a magical metal that is both useful and a curse. With 3 maps. Due Nov. **\$60.00**  
**Rogues in Lankmar** Featuring the Thieves Guild, it includes a map and 64 page book including adventure hooks. Due Oct. **\$20.00**  
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**PHBR2 Complete Thief Manual** Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc.), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc.) & the Thief Campaign! **\$35.00**  
**PHBR3 Complete Priest Handbook** Features the basic premises of Clerics & pantheons, complete grid designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc.), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc.), role-playing personalities, plus Priestly items. **\$35.00**  
**PHBR4 Complete Wizard Handbook** Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns. Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc.), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful families, debilitating afflictions, fantastic materials, etc. 128 pages. **\$35.00**  
**PHBR5 Complete Psionics Handbook** Covers the Psionist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairvoyance, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages. **\$35.00**  
**PHBR6 Complete Dwarves Handbook** Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. **\$35.00**  
**PHBR7 Complete Bard Handbook** Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc.), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! **\$35.00**  
**PHBR8 Complete Elves Handbook** Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funeral ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, windrider, bladesinger, etc.) and more! 118 pages. **\$35.00**  
**PHBR9 Complete Book of Gnomes & Halflings** Further details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This 128 page softcover helps to promote character development & enrich the game environment. **\$35.00**  
**PHBR10 Complete Book of Humanoids** Dramatically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. **\$35.00**  
**PHBR11 Complete Ranger's Handbook** **\$35.00**  
**PHBR12 Complete Paladin Handbook** One of the most colorful & challenging character classes. Details paladin proficiencies, combat rules, personalities, equipment, & sub-class variations. Due Jun. **\$35.00**  
**PHBR13 Complete Druid's Handbook** Allows you to generate druid characters, equip them with appropriate weapons & accessories, create interesting personal histories, etc. Due Sep. **\$35.00**  
**Fighters Screen** All the tables & charts a player needs if he is running a fighter player character. Due July. **\$15.50**  
**Priests Screen** All the tables & charts a player needs if he is running a priest player character. Due July. **\$15.50**  
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**Thiefs Screen** All the tables & charts a player needs if he is running a thief player character. Due July. **\$15.50**  
**Fighters Players Pack** Large plastic brief case with handles & snap locks, three lead free miniatures, *Fighters Screen*, painting guide, instruction book, character record sheets, etc. Due Sep. **\$44.95**  
**Wizards Players Pack** Large plastic brief case with handles & snap locks, three lead free miniatures, *Wizards Screen*, painting guide, instruction book, character record sheets, etc. Due Sep. **\$44.95**  
**Priests Players Pack** Large plastic brief case with handles & snap locks, three lead free miniatures, *Priests Screen*, painting guide, instruction book, character record sheets, etc. Due Sep. **\$44.95**  
**Thiefs Players Pack** Large plastic brief case with handles & snap locks, three lead free miniatures, *Thiefs Screen*, painting guide, instruction book, character record sheets, etc. Due Sep. **\$44.95**

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**1994 Annual Monstrous Compendium** Annual update for the Monstrous Manual, this 128 page book contains the stats & details on all the new monsters presented by TSR for their AD&D game during 1994. Complete with color and B&W illustrations. Due Jan'95. **\$36.00**  
**1995 Dragonlance & Other Worlds Calendar** A selection of the year's best artwork from the TSR staff. Includes assorted bimbos, biceps popping warrior-types & various critters. Due June. **\$25.00**  
**CM1 Cardmaster Adventure Design Deck** A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. Could be interesting. **\$45.00**  
**Castles** Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules & a mess of 25mm cardboard cutouts. **\$50.00**  
**Council of Wyrms** Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the dragon races. 3 64 page books, 12 cardsheets, 3 poster maps. Due Jul. **\$50.00**  
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**Deck of Psionic Powers** 288 cards that each feature a psionic power, Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! Due Nov. **\$35.00**  
**Encyclopedia Magica Volume 1 A-C** 384 hardback book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. Due Dec. **\$50.00**  
**GR1 Strongholds** Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. **\$38.00**  
**GR2 Dungeons of Mystery** A collection of 25mm cardboard dungeon floorplans, featuring over 40 pre-designed rooms. Creates a fairly convincing three-dimensional environment for miniatures. **\$40.00**  
**GR3 Treasure Maps** Features 32 colour maps, with both a DM's & a suitably vague players' versions. A brief scenario suggestion is provided for each. Great idea - could be used with any fantasy RPG! **\$27.00**  
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**REF6 Rogues' Gallery** A collection of ready-made NPCs, representing an array of character classes and fantasy personalities, both banal and sublime. Contains 96 loose leaf, illustrated pages. **\$26.00**  
**The Worlds of TSR** A hardback 144 page book of TSR's art, including Al-Lemon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. Due Aug. **\$50.00**



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TSR's oldest campaign world, ie. D&D, has at last been translated into AD&D. Discover high adventure and high magic in a land made for epic fantasy quest.

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**1991 Collector Cards Set # 2 (TSR1093)** A pack of 16 cards, randomly chosen from a selection of 36 packs in the box. **\$1.50**  
**1992 Collector Cards Set # 2 (TSR1078)** A pack of 16 cards, randomly chosen from a selection of 36 packs in the box. **\$2.00**



## FORGOTTEN REALMS

### FORGOTTEN REALMS BOXED SETS

**Forgotten Realms Campaign Setting 2nd Ed.** Contains a 128 page book *A Grand Tour of the Realms*, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book *Shadowdale*, presenting the famous town & a new introductory adventure. There are 8 pages of *Monstrous Compendium* covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. **\$65.00**

**City of Splendors** A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. Due August. **\$50.00**

**Menzoberranzan** The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lolth. Contains three books: *The City* (details streets & districts, customs, daily life, etc.), *The Houses* (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & *The Adventure* (64 page labyrinthine scenario called *Menace in Menzoberranzan*). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc. **\$60.00**

**Ruins of Undermountain** The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horrily mindless in its dimensions, but loaded with loot! **\$40.00**

**Ruins of Undermountain II** All new levels of the fabled dungeon with a 128 page sourcebook, 32 page adventure book, 4 color maps, eight new *Monstrous Compendium* pages, & 8 cards. **\$40.00**

**Ruins of Myth Drannor** Another four-map "super-dungeon" - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. I christen thee "Son of Ruins of Undermountain". **\$40.00**

### FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

**MC3 Forgotten Realms Monsters** More loathsome encounter-fodder spawn for characters to chop up! "64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! **\$20.00**

**MC11 FR Monstrous Appendix** Another bunch of new critters from the Forgotten Realms. **\$22.00**

**Eliminators Ecologies** A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 92 page books. Due October. **\$50.00**

**FR11 Dwarves Deep** Dwarven sourcebook covering spells of earth & fire, rare magical items, Dwarven runes, clans & priesthoods, the adventuring brotherhoods, Dwarven half-breeds, powerful High Old Ones, special metals & alloys, the lore of beards, the Great Rift, the Deep, the Lost Kingdoms, & more! **\$20.00**

**FR12 Horde Campaign** A 64 page overview of the Empires War, concentrating on the warriors from all the major engagements - detailing their formations, history, costumes, tactics, etc. **\$25.00**

**FR13 Anaurach** A complete overview of the great sprawling desert of Anaurach - including campaign material on the ancient empires that despise the manish nations, and whose power is waning. **\$20.00**

**FR14 Great Glacier** Describes the nomadic Ullutun tribes, the sun-bathing arctic Dwarves, hardy sled-creatures, unique monsters, how characters can survive in a sub-zero environment, & much more. **\$22.00**

**FR15 Gold & Glory** A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fiat to pirates, non-human groups, etc. Includes colour plates & maps. **\$25.00**

**FR16 The Shining South** Describes a series of new countries & cultures, including the magical kingdom of Halruaa and the Halfling nation of Lurien. 96 pages. More details later. **\$22.00**

**FRS1 The Dalelands** Describes the heartlands of the Forgotten Realms, comfortable refuge for many unique characters (such as Eliminators), and an ideal home base for characters. **\$22.00**

**FOR1 Draconomicon** 128 page Dragon reference. Includes psychology, magics, treasures, traps, tricks, etc. Features Dragon roleplay in campaigns, and a collection of mini adventures. **\$30.00**

**FOR2 The Drow of Underdark** 128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. **\$30.00**

**FOR3 Pirates of the Fallen Star** Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. **\$30.00**

**FOR4 Code of the Harpers** 128 page guide to a secret society of adventurers & various authorities dedicated to the eradication of evil. Includes notes on character members. **\$30.00**

**FOR5 Elves of Evermeet** 128 pages of vivid imagery, this necessary describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. April. **\$30.00**

**Forgotten Realms Atlas A** 176 page book that features the Eastern Realms, the Hordelands, the Moonshae, Iowind Dale, major cities, and places of interest (like Corwell Keep & Denlor's Tower). **\$35.00**

**Forgotten Realms Adventure Book** 160 page sourcebook covering the Forgotten Realms in the Post-Avatar era, specialty Priest, the Realm's 32 major deities, elemental & beast cults, schools of magic, magic sigils, 81 spells of the Realms, 24 Heartland cities (with maps), social titles, secret societies (the Harpers, the Zhenitarim & Red Wizards of Thay), unique treasures, the use of firearms, and more! **\$40.00**

**PG2 Player's Guide to the Forgotten Realms** A 128 page tour of the nations and inhabitants of this popular campaign world. More details when this product arrives down under. **\$35.00**

**Aurora's Whole Realms Catalog** A 160 page illustrated catalogue of adventurer's equipment & general supplies - everything from Drow swimsuits & pungent cheeses, to lock picks & lanterns. **\$16.00**

**Cormyr** Covers ten years of history, its ruler King Azoun, the aftermath of the Godswar, & the Tuigan invasion. **\$20.00**

**Volo's Guide to Waterdeep** A B4-sized guide to the City of Splendors - 240 pages covering ghostly sightings, undiscovered treasures, bizarre menus, romantic sites, shops, taverns, craftsmen, etc. Includes floorplans & a colour fold-out map. An ideal companion for prolonged campaign play. **\$20.00**

**Volo's Guide to the North** Our wandering tourist takes us to Neverwinter, Silvermoon, the Iowind Dales, Hellgate Keep, etc. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, etc. 240 pages, B4 format. **\$22.00**

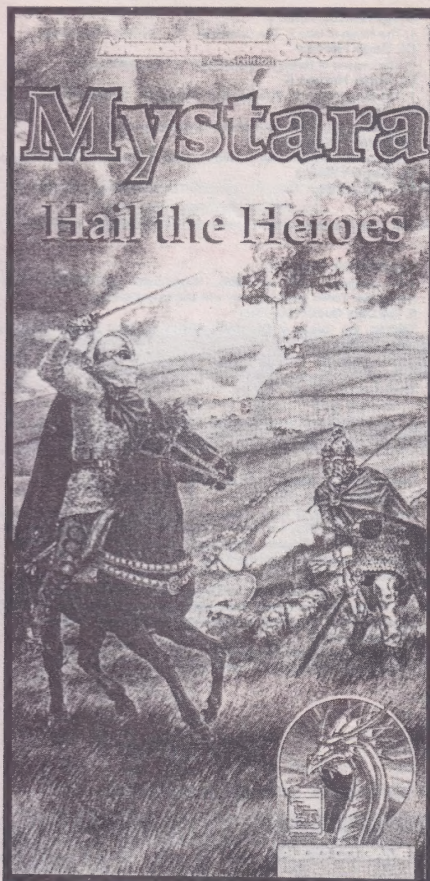
**Volo's Guide to the Sword Coast** Covers the area from Baldurs Gate in the east and up the river Chilandath to Iriaebor. Also covers The Darkhold, a Zhenitarim base. Due November. **\$20.00**

### FORGOTTEN REALMS ADVENTURE MODULES

**FMA1 Fires of Zatal** A reborn God of War thirsts for blood and conquest. This megalomaniacal bad-ass can only be stopped by trekking thru the Maztica jungle and completely destroying a volcano! **\$20.00**

**FMA2 Endless Armies** An ancient lost city conceals a deadly secret held safe by an army of giant ants, and other inhuman guardians. Now a cultist leader wants her followers to occupy the ruins. **\$13.00**

**FMQ1 City of Gold** Like flies to doggy-do, a cursed city rumored to be



**Dragonlord of Mystara** A novel set 500 years in the past, where dragons roam the lands, causing death and destruction. A lad sets forth to combat them, and forms a party of 4, but can these no-hopers come through and save the day? 400 pages & color map. Due Aug. **\$12.00**

**Hail the Heroes** An adventure including an audio CD that helps set the scene, in which Mystara's secret history is exposed. For player levels 1 - 4. Due Nov. **\$30.00**

**Mystara Monstrous Compendium** Gives the AD&D descriptions for over 100 monsters from the D&D game world. Due Aug. **\$36.00**

**Mystara Poor Wizard Almanac & Book of Facts** Summarizes geographical, historical, & other information about Mystara, 240 pages including color & B&W illustrations. Due Dec. **\$20.00**

**Night of the Vampire** An adventure including an audio CD that gives background music & sets the scene. The PCs are trapped in a medieval vampire noslerati's domain. Player levels 1 - 4. Due Nov. **\$30.00**

## PLANESCAPE

**PLANESCAPE CAMPAIGN SETTING** A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. Due May. **\$60.00**

**In the Abyss** An adventure which involves questing into the heart of the Blood War between the tanar'i and batezu. Player levels 7 - 10. Due Nov. **\$20.00**

**Monstrous Compendium Planescape Appendix** 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. Due July. **\$36.00**

**Planes of Chaos** A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. Due Aug. **\$60.00**



**The Deva Spark Adventure** - players find a deva being pursued by a bebith. But devas are supposed to be good & lawful, and Bebiths only hunt down evil tanar'i, so what's going on here? For player levels 5 - 9. Due Dec. **\$20.00**

**The Eternal Boundary** An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. Due June. **\$20.00**

**The Well of Worlds** A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for campaign. Due Oct. **\$30.00**

## DARK SUN

### DARK SUN CAMPAIGN MATERIAL

**DARK SUN** Welcome to Athas, a bleak desert realm where metals are scarce, and magic consumes the cruel land's very essence. This excellent dark fantasy campaign world features 3 new PC races (the Muls, insectoid Thr-kreen & Half Giants), 3 new PC classes (Gladiator, Templar & Defiler), plus high ability scores, etc. Includes an adventure, and various maps. Note - requires *Psionics Handbook* to play! **\$40.00**

**City by the Silt Sea** The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Giustenal - Drogho, the undead dragon king, and he is quickly building an army. Due Sept. **\$50.00**

**Dragon Kings** A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragon! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Bees, etc), high-level Psionics, illusionist magic for Rogues, some extra monsters, over 90 new spells & psionic devotions, etc. **\$40.00**

**MC12 Dark Sun Monsters** A collection of desert beasts, most of whom possess psionics. **\$25.00**

**The Ivory Triangle** A box set that unleashes a grueling conflict fought between the mighty city-states of Gulg & Nibenay. The lands & populace are described in detail, with adventures. Due June. **\$45.00**

**The Will and the Way: Psionics of Athas** New psionic rules and powers, with the character class of psionist receiving full treatment. 96 pages. Due July. **\$26.00**

**CGR1 Complete Gladiators Handbook** A 128 page sourcebook detailing the gladiator's lifestyle (or lack thereof), fighting techniques, special skills & weapons, schools, and more. **\$30.00**

**DSR1 Slave Tribes** Beyond the city-states, hidden in the vast wastelands of Athas, tribes of ex-slaves roam poisoned deserts, plundering caravans & defying the savage rule of sorcerer-kings. **\$22.00**

**DSR2 Dune Trader** Describes the major merchant houses of Tyr, plus the cunning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. **\$22.00**

**DSR3 Veiled Alliance** Describes the extensive secret societies of goody magic-users in Athas, driven into clandestine underground networks to protect themselves from the tyrannical sorcerer-kings. **\$22.00**

**DSR4 Valley of Dust & Fire** The Sea of Silt is protected by the shrieking fury of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draxa, domain of the world's most powerful dragon! **\$22.00**

**DS51 City-State of Tyr** This 96 page sourcebook delves into the secrets of Dark Sun's most powerful city-state, where bickering nobles & armies of former slaves vie for control. **\$22.00**

**DS52 Earth, Air, Fire & Water** Reveals the secrets of elemental magic. Includes new spells & abilities, plus the important roles desert druids & templars have in Dark Sun. **\$22.00**

**DS53 Elves of Athas** Dark Sun's breed of Elves are 7 foot tall desert savages who rule vast tracts of wasteland, and whose sense of honor & fair play is nonexistent! 96 page sourcebook, **\$22.00**

### DARK SUN ADVENTURE MODULES

**DS1 Freedom** In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution! **\$25.00**

**DSM1 Black Flames** An emerging dragon coerces the players into helping it ward off its many enemies as its powers begin to mature. More details later. For levels 3-5. **\$35.00**

**DSM2 Merchant House of Amketch** Our entrepreneurial heroes must guide & protect a budding merchant house as it builds its reputation & assets in the free city of Tyr. For levels 6-8. **\$30.00**

**DSM3 Marauders of Minemay** Two cities fight a war that seems without end. When the players get snared in the infinite blood-fetted, only careful diplomacy can save them. For levels 5-8. **\$30.00**

**DSQ1 Road to Urik** Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. **\$25.00**

**DSE1 Dragon's Crown** A 5-book, 2-map "super-module" wherein our heroes traverse the continent in a desperate bid to find the secrets of the Order & stop psionics draining from Athas. Levels 11+. **\$55.00**

**DSE2 Black Spine** Player Levels 7 - 10. Seven separate scenarios, as the lich queen of the ghyllan is deploying an army to Athas remote prime material plane. Can you stop her endless hordes? 6 books, maps, etc. Due March. **\$50.00**

**DSQ2 Arcane Shadows** Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. **\$25.00**

**DSQ3 Astician Gambit** In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg. **\$25.00**

**Forest Maker** Player Levels 11-13. A lush forest is growing somewhere deep in the Great Afflual Sand Wastes, is the charismatic avenger at the heart of the mystery working to save Athas, or destroy it? Due May. **\$30.00**

### DARK SUN NOVELS - \$10.00 each

**Prism Pentad**

1: Verdant Passage 2: Crimson Legion 3: Amber Enchantress

4: Obsidian Oracle 5: Cerulean Storm

**Tribe of One Trilogy**

1: The Outcast

Centers around a powerful new hero whose bloodline combines the grace of elves with the savagery of Athasian halfings.

2: The Seeker (Due May)

Sorak is seeking the wizard Sage, and is accompanied by a priestess and a sorcerer's daughter he stole from a caravan.

3: The Nomad (Due Oct)

Sorak discovers the secrets of his past - so terrible that they splintered himself as a child into thousands of personalities - each with his own memories, powers, etc, which explains why he is so powerful. He has so many other identities that he alone forms a tribe of one.

**Chronicles of Athas**

1: The Brazen Gambit (Due July)

A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw derics.



# 6 - Role Playing Games

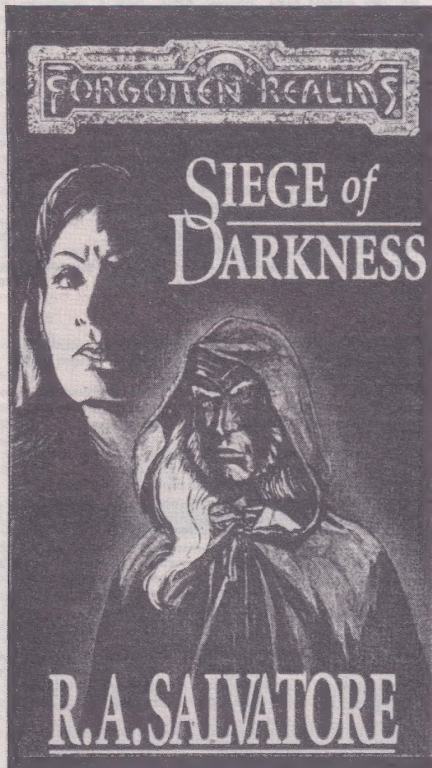
wallowing in gold pique the insatiable avarice of adventurers intent on plunder. Includes a new character race & Felish magic! **\$22.00**  
**FRA1 Storm Riders** For use with the Horde boxed set. Our lucky characters must discover the whereabouts of a feisty Mongol princess, who was unfortunately kidnapped by horse-soldiers belonging to a vast barbarian army intent on invasion! Brute strength alone will not suffice to solve this adventure. **\$18.00**  
**FRA2 The Black Courser** The search for the princess must continue, despite distractions from a mysterious magical black stallion, devious assassins, and fierce nomadic horsemen. Sounds fun! **\$18.00**  
**FRA3 Blood Charge** Both the magical black stallion and the elusive princess have been captured by the barbarian horde - stealth & guile are the keys to success, so what are adventurers doing here? **\$18.00**  
**FRM1 The Jungles of Chult** Shipwrecked adventurers must trek thru a mysterious jungle realm where reside tribes of elusive hunters & shambling dinosaurs. For levels 5-8. **\$22.00**  
**FRQ1 Haunted Halls of Eveningstar** A beginner's module that explores the old Realm north of Cormyr - a desolate region renowned for its terrifying ghosts, and ancient crypts filled with royal loot! **\$15.00**  
**FRQ2 Hordes of Dragonspear** The ruins of ancient Dragonspear Castle conceals a portal to the sinister planes, from which now roam a growing army of fiendish monsters to terrorise the locals! **\$15.00**  
**FRQ3 Doom of Daggerdale** A party of novice adventurers must save Daggerdale valley from the terrors unleashed by a mage-lord's ancient crypt. Introductory module for levels 1-3. **\$14.00**  
**Marco Volo: Departure** For all player levels. You follow the adventures of an imposter who dares to be the real Volo. You get an entertaining non-political romp through the realm. Due June. **\$14.00**  
**Marco Volo: Journey** For all player levels, the imposter Volo continues on his romp through the Forgotten Realms. Due Aug. **\$14.00**  
**Marco Volo: Arrival** The imposter has gone and upset someone, so now he's on the run - but who is chasing him? Due Dec. **\$14.00**  
**Forgotten Realms Book of Lairs** Short adventures for all player levels, that can all be played in one evening. Due Jan/95. **\$26.00**

## FORGOTTEN REALMS NOVELS - \$10.00 each title

**The Moonshae Trilogy**  
1: Darkwalker on Moonshae 2: Black Wizards 3: Darkwell  
**Finder's Stone Trilogy**  
1: Azure Bonds 2: The Wyvern's Spur 3: Song of the Saurials

## Icewind Dale Trilogy

1: The Crystal Shard 2: Streams of Silver 3: The Halfling's Gem  
**Avatar Trilogy + 1**  
1: Shadowdale 2: Tantras 3: Waterdeep 4: Prince of Lies \*  
\* Continues the saga of the Avatar Trilogy characters.  
**The Dark Elf Trilogy**  
1: Homeland 2: Exile 3: Sojourn  
**Another Dark Elf Trilogy**  
1: The Legacy - \$12.00 2: Starless Night softcover - \$12.00 Due Aug  
3: Siege of Darkness Hardback - \$38.00 Due Aug



## Maztica Trilogy

1: Ironhelm 2: Viperhand 3: Feathered Dragon  
**Empires Trilogy**  
1: Horselords 2: Dragonwalk 3: Crusade  
**Harpers Series 8 INDEPENDENT TITLES**  
1: The Parched Sea 2: Elfhadow 3: Red Magic 4: The Night Parade  
5: The Ring of Winter 6: Crypt of the Shadow King  
7: Soldiers of Ice  
8: Elfhong

Throughout Faerun, ancient ballads are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery.

## Super Harpers Series

9. Crown of Fire (Due April)  
Shendill, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, the Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers.

## The Druidhome Trilogy

1: Prophet of Moonshae 2: The Coral Kingdom 3: The Druid Queen  
**The Cleric Quintet**  
1: Canide 2: In Sylvan Shadows 3: Night Masks 4: Fallen Fortress  
5: The Chaos Curses (Due June)  
Caddyler's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curses.

## Heroes of Phlan 3

1: Pool of Radiance 2: Pools of Darkness 3: Pool of Twilight

## Twilight Giants Trilogy

## 1. The Ogre's Pact (Due Sep)

An ogre kidnaps Bianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her father's jealousy and secret.

## Miscellaneous Books

1: Spellfire 2: Realm of Valor

3: Realm of Infamy (Due Dec)

An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhent Keep, Elia Craunober, and Zulkir Szasz Tam.

## DRAGONLANCE

### DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

**Tales of the Lance** A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artifacts, and more), a 4-page DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). **\$35.00**

**Dragonlance Adventures** 128 page sourcebook featuring details on the Krynn pantheon, plus stats 'n' facts on the unique races & creatures that populate the land. Also includes the history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia & the Wizards of High Sorcery. Great value! **\$20.00**

**Atlas of the Dragonlance World** 168 pages of maps & history - from continents to buried city ruins, including The Cursed Lands, the Inn of the Last Home, pre & post-cataclysm lstar, and much more! **\$33.00**

**Dwarven Kingdoms of Krynn** A boxed set exploring the history, legends & society of various Dwarven enclaves; from mountain keeps, to hill communities and cavern complexes. 128 & 64 page books. **\$40.00**

**PG1 Player's Guide to the Dragonlance Campaign** 128 page guide to the world of Krynn in a manner that is entertaining and informative. It contains original fiction and long established facts, to help you discover the continent of Ansalon, home of Heroes of the Lance. It covers races of the world, deities, monsters & time line. **\$30.00**

**DLR1 Otherlands** Details the 'lost' lands of Krynn: Walmere: undersea home of the reclusive Dargoneesi sea elves; Sileisia: a jungle island dominated by a mountain range wherein dwell the Gods; and Choran: an underground nation beneath Krynn's south pole being torn apart by civil war. 96 pages **\$20.00**

**DLR2 Taladas - The Minotaurs** Explores the brutish, honor-bound minotaur society of Taladas. Covers origin myths, bureaucratic organisations, military strategies, magic-users, and philosophies. **\$20.00**

**DLR3 Unsung Heroes** An illustrated personal & statistical description of all the major personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. **\$20.00**

**Leaves from the Inn of the Last Home** For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! **\$26.00**

### DRAGONLANCE ADVENTURE MODULES

**DL2 Dragonlance Classics Vol. 2** This 128 page module replaces DL6, DL7, DL8 & DL9. Our heroes journey to haunted Ergoth Island, populated by Elven refugees. Their next stop is at the High Cleric's Tower where, with bickering Solamnic Knights as allies, they must defeat a Draconian army. Finally they must sneak into the Dark Queen's realm to save the Good Dragons from a hideous fate! **\$30.00**

**DL3 Dragonlance Classics Vol. 3** Contains DL 10, 12, 13 and 14. 128 pages, for all player levels. Due Oct. **\$30.00**

**DL10 Dragons of Dreams** Silvanesti, the ancient Elven homeland once fabled for its serene beauty, has been twisted into a realm of horror by the sinister forces, forcing the the Elves to flee in terror! **\$12.00**

**DL11 Dragons of Glory** Recreates the entire Dragonlance campaign in a moderate complexity board-wargame. Components include two 32"x21" colour maps of Ansalon, 340 counters representing the armies of Whitesun and the evil Dragonlord, multiple scenarios, and a comprehensive history. **\$40.00**

**DL14 Dragons of Triumph** With Krynn's fate in the balance, our heroes face their ultimate test as they battle the Queen of Darkness! Features six different endings to keep the players guessing! **\$20.00**

**DL16 The World of Krynn** Four adventures: Explore Dargaard Keep, Lord Solth's vast & perilous lair. Journey into the volcanic lair of a dragon who threatens the city of Palanthus. Run a merry chase over hill & heath in search of a lost boy. Travel to far-away Mithas to save a race of bird-men from minotaurs. **\$18.00**

**DLA1 Dragon Dawn** Set in the continent of Taladas - Good Dragons of this land are being slain by a powerful entity intent on promoting the spread of evil. 'Old World' heroes must come to the rescue. **\$18.00**

**DLA2 Dragon Knight** The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! **\$18.00**

**DLA3 Dragon's Rest** The lucky players must resolve a war between fierce Minotaur clans - to do this they get suckered into hunting down and destroying the enemies of both the clans! What the hell this has got to do with DLA1 & DLA2 - I thought these modules had to be chronologically linked? **\$18.00**

**DLQ1 Knight's Sword** Introductory adventure for the Tales of the Lance box set - eager candidates for the Knights of Solamnia must track down Sturm Brightblade's sword stolen from his crypt. **\$15.00**

**DLQ2 Flint's Axe** Introductory adventure where the characters join a search for Flint Forgefire's magical battleaxe, destroyed in combat against evil Dwarves, but now rumored to be in Hillhome. **\$15.00**

**DLS2 Tree Lords** The Silvanesti Elves return to their homeland, verdant woods now turned barren & twisted by Lorac's Orb of Dragonkind. Includes a new character class - the Kirah (Elven Scouts). **\$15.00**

**DLS3 Oak Lords** The Speaker of Suns from the elusive Qualinesti is kidnapped by Goblins. **\$13.00**

**DLS4 Wild Elves** A prophet delivers the Kagonesti Wild Elves from bondage. They flee their cruel cousins and resettle in the Valley of Silence, where a more sinister servitude may ensnare them! **\$20.00**

**DLT1 New Tales - The Land Reborn** A series of post-DL Saga adventures - highlights include Tika's quest for her missing dad, the struggling romance between Tanis & Laurana, Goldmoon's return to Que-Shu, and more. Seems like the AD&D version of Mills & Boon! For levels 6-16. **\$22.00**

**DLT2 Book of Lairs** This is a 96 page collection of short adventures designed to be played in a single evening, catering for all PC levels. Could be good. **\$25.00**

### DRAGONLANCE NOVELS - \$10.00 each

#### Dragonlance Chronicles

1: Dragons of Autumn Twilight 2: Dragons of Winter Night

3: Dragons of Spring Dawning

#### Dragonlance Legends

1: Time of the Twins 2: War of the Twins 3: Test of the Twins

#### Dragonlance Tales

1: The Magic of Krynn 2: Kenders, Gully Dwarves & Gnomes

3: Love and War

## Dragonlance Tales II

1: The Reign of Istas 2: The Cataclysm 3: The War of the Lance  
**DL Saga Heroes**

1: The Legend of Huma 2: Stormblade 3: Wease's Luck

## DL Saga Heroes II

1: Kaz the Minotaur 2: The Gates of Thorbardin 3: Galen Beknighted

## DL Saga Preludes

1: Darkness & Light 2: Kendermore 3: Brothers Majere

## DL Saga Preludes II

1: Riverwind the Plainsman 2: Flint the King 3: Tanis - the Shadow Years.

## DL Saga Villains

1: Before the Mask

2: The Black Wing

3: Emperor of Ansalon

4: Hederick the Theocrat

Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic, etc.

5: Lord Tadea (Due July)

Vain, pompous, and unreliable, Slavedmaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation.

6: The Dark Queen (Due Dec)

Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss.

## Elven Nations Trilogy

1: Firstborn 2: The Kinslayer Wars 3: The Qualinesti

## Dwarven Nations Trilogy

1: Covenant of the Forge 2: Hammer & Axe

3: The Swordsheath Rift (due Jan. 1994)

## Meetings Sextet

1: Kindred Spirits 2: Wanderlust 3: Dark Heart 4: The Oath & the Measure

5: Steel and Stone 6: The Companions

## Defenders of Magic Trilogy

1: Night of the Eye (Due April)

The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realize the enemies that he has made.

2: The Medusa Plague (Due Oct)

The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel...

## Miscellaneous

1: Dragons of Krynn (Due March)

An anthology of dragon tales - cops - tales.

2: The Second Generation Hardback novel

Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. **\$40.00**

## GREYHAWK

### GREYHAWK CAMPAIGN MATERIAL

**City of Greyhawk** One of the best fantasy cities model This set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21"x32" colour maps (depicting a strategic area map, an itemised DM's map, a DM's secret-passages map, and a terrific isometric players map), and 23 mini-scenario cards situated in this superbly detailed urban environment. Great! **\$36.00**

**From the Ashes** Boxed supplement exploring Greyhawk after the wars - describing the new political boundaries, alliances, forces, ect With 2 maps & two 96 page books, more details next catalogue. **\$45.00**

**Greyhawk Wars** For details refer to the Fantasy Wargames section of this catalogue. **\$45.00**

### GREYHAWK ADVENTURE MODULES

**WG8 Fate of Istus** A dread plague has enveloped Greyhawk, a party of adventurers must travel the length & breadth of the land seeking an explanation & a cure. This is no ordinary plague, but one that seems like a punishment (or a test) meted out by some greater power. **\$22.00**

**WG9 Gargoyles** Two gargoyles have their wings stolen in their sleep! In desperation they employ a group of heartily amused adventurers to help them recover these vital pinions. For levels 1 to 4. **\$12.00**

**WG10 Child's Play** A very funny beginner's module. The Queen of Rhedain's reign is being usurped by young nobles. To stop them she needs to find her great-grandfather's tomb, whose location only her grandmother knows about, but she's become a recluse. The Queen's champion, who is a reputable Ranger, would be able to track the Queen's grandmother down, but he's disappeared as well. I'm confused! **\$12.00**

**WG11 Puppets** The characters start by beating up an evil Leprechaun in Gnarley Wood, then they move on to the Free City of Dyvers, where a series of strange burglaries are plaguing the populace. **\$12.00**

**WGA1 Falcon's Revenge** A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout the City of Greyhawk, will provide hints for its eventual discovery, and subsequent destruction. Includes 25mm cardstock buildings. **\$18.00**

**WGM1 Border Watch** The battered nations of Nyronid & Furdyndy struggle to maintain their frontiers as armies of humanoids conduct





frequent raids from the north. For levels 1-3. **\$15.00**  
**WGQ1 Patriots of Ulek** Adventurers are needed to defend the Principality of Ulek from a despoil's massed humanoid horde, and to unravel a simmering conspiracy. Lots of fighting, for levels 1 to 4. **\$15.00**  
**WGR2 Treasures of Greyhawk** A 96 page anthology of 14 mini-adventures, both urban and wilderness based. For levels 4 to 18. Ideal for a pleasant evening of plunder and violence. **\$22.00**  
**WGR3 Rary the Traitor** Rary of the Circle of Eight, corrupted by the ways of evil, slew 2 of his fellow magics and fled to a desert fortress in the desolate Brass Hills, where he now plots further strife. **\$20.00**  
**WGR6 The City of Skulls** A stealthy band of adventurers must traverse the evil empire of Iuz, venture into the dark streets of the capital city Doraka and infiltrate the palace within. **\$22.00**

## SPELLJAMMER

### SPELLJAMMER CAMPAIGN MATERIAL

"AD&D in space?" we thought, "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe; and secondly it's an ideal break from the normal hack'n slash.  
**The Astromundi Cluster** A box set exploring an endless asteroid field wherein high empires & undiscovered civilisations flourish on lush moons & warped worlds. Includes 2 maps. **\$45.00**

### SPELLJAMMER ADVENTURE MODULES

**SJR1 Lost Ships** A collection of short adventures featuring drifting derelicts, enigmas built by long-dead races. Includes new monsters, spells & rules, plus extra vessels & equipment. 96 pages. **\$20.00**

**SJS1 Goblin's Return** A millennia ago a Goblinoid empire ruled the Crystal Spheres. Now with the aid of ogre legions and a powerful magical entity the war for control of Wildspace begins anew. **\$20.00**

**Spelljammer Novels - \$10.00 each title**  
**Clockmaster Cycle**

1: Beyond the Moons 2: Into the Void 3: The Maelstrom's Eye  
 4: The Radiant Dragon 5: The Ultimate Helm

## LANKHMAR

**City of Lankhmar 2nd Ed.** City abode to thieves & adventurers; the home to Fafred & the Gray Mouser. This new 160 page book describes a major metropolis that is suitable for any game world - ideal for urban campaigns. Includes details for Lankhmar character generation. **\$40.00**  
**LNA1 Thieves of Lankhmar** A definitive sourcebook of the Lankhmar thieves' Guild - includes details on operations, the principal officers & members, a shady history, and his hidden agendas. **\$22.00**  
**LNA2 Nehwon** An unscrupulous sorcerer needs a party of glibbie cannon-fodder, etc. he means heroic fighter-types, to represent him in a grueling quest-contest that occurs only once every 140 years! **\$22.00**  
**LNA3 Prince of Lankhmar** A mission to escort the Prince of Lankhmar from his school in Iltmar meets with disaster when he is kidnapped and held for ransom, and his father is not impressed! **\$20.00**  
**LNR1 Wonders of Lankhmar** Forty-seven one-to-two page mini-adventures that can be used in any urban environment, Lankhmar or otherwise. Includes a short list of new spells and monsters. **\$18.00**  
**LNR2 Tales of Lankhmar** Entertaining compendium of 7 adventures - from the ale-rooms of the Silver Eel, to the labyrinth of sewers and dangerous alleys of Lankhmar alleys. For levels 3 to 10. **\$20.00**  
**LNQ1 Slayers of Lankhmar** Describes the Slayer's Guild, a secret mercenary organisation. **\$20.00**

## RAVENLOFT

### RAVENLOFT CAMPAIGN MATERIAL

**RAVENLOFT** A complete revision of this campaign world of Gothic horror. Combines elements from Realms of Terror and Forbidden Lore. Includes source materials, adventure ideas, fortune telling cards, and new realms of horror to explore within the Ravenloft domain. Contains 160 pages and 128 page books, color illustrations, 3 maps, 54 cards, and an 8 panel DM screen. Due June. **\$60.00**  
**MC10 Ravenloft Monsters** Describes a host of foul creatures from the fantasy-horror genre. **\$22.00**  
**MC15 Ravenloft Appendix** More campaign critters, including unique undead. **\$22.00**

**Masque of the Red Death & Other Tales** A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. Contains 5 booklets, DM screen, 2 maps. Due Nov. **\$50.00**  
**Monstrous Compendium Ravenloft Appendix # 3** 128 pages of more beasts to spring on unsuspecting PCs. Due Nov. **\$36.00**

**Forbidden Lore** Covers pinnacles, madness, sciences & devotions, new spells & magical lore, expanded rules for curses with campaign notes, the role of secret societies, details on the Vistani - the masters of prophecy & fortune telling, and more. Includes a deck of fortune-telling cards & sets of rune dice! **\$45.00**

**RR1 Darklords** This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demise, special abilities, and spectacular powers. **\$22.00**

**RR3 Vampires** Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, etc. **\$22.00**

**RR4 Islands of Terror** Features 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady now fallen from grace. **\$22.00**

**RR5 Van Richten's Guide to Ghosts** Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. **\$22.00**

**RR6 Van Richten's Guide to the Lich** Crazy Van Richten delves into the secrets of the lich, formidable undead lords whose obscene powers are the ultimate bane of all experience-greedy characters! **\$25.00**

**RR7 Van Richten's Guide to Werbeasts** Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropes. Reveals how they live & multiply & what it takes to cure Ravenloft of lycanthropy. **\$22.00**

**RR8 Van Richten's Guide to the Created** Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. **\$25.00**

**Van Richten's Guide to the Ancient Dead** The mummies of Ravenloft. There is far more to these creatures than just crumbling horrors that unwind forth from their tombs. Due August. **\$26.00**

### RAVENLOFT ADVENTURE MODULES

**Castle Forlorn** A "super-module" that allows the players to get lost in the labyrinthine rooms & corridors of Ravenloft's most terrifying locale. Includes richly detailed 3-D maps. **\$45.00**  
**RA1 Feast of Goblins** A horde of pugnacious Goblins invade a Vampire's demesne - in exchange for some magical trinkets the readily agreeable characters are asked to dispose of the little buggers. **\$20.00**  
**RA2 Ship of Horror** From the mists comes a haunted ship whose

cursed captain takes the players to the realm of Ravenloft, on an island where a necromancer has created a new breed of undead. **\$20.00**

**RE1 Adams Wrath** A Ravenloft Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. Due April. **\$20.00**

**RM1 Roots of Evil** The master vampire Strahd Von Zarovich faces the final apocalyptic showdown with Azalir the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. **\$25.00**

**RM2 The Created** By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. For levels 5-8. **\$16.00**

**RM3 Web of Illusions** Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shape-shifting. For levels 8-12. **\$22.00**

**RM4 House of Strahd** A second edition reprint of the classic RAVENLOFT module, this 64 page book features a tougher villain, new plot twists & expanded details. For levels 6-13. **\$22.00**

**RMS Dark of the Moon** A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thank's TSR! **\$22.00**

**RQ1 Night of the Walking Dead** Set in a zombie-infested swampland, players must unravel the mystery behind a string of murders & disappearances in a village plagued by ambient undead. **\$13.00**

**RQ2 Thoughts of Darkness** Blueptar (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an illithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. **\$20.00**

**RQ3 From the Shadows** An lich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. **\$20.00**

**RR2 Book of Crypts** 9 short adventures describing dens of death irresistible to adventurers intent on plunder, but most often than not a dark hole wherein characters get their greedy butts kicked! **\$22.00**

**The Awakening** For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos. Ravenloft. Due Sept. **\$20.00**

**Hour of the Knife** Jack's back (ie the Ripper), except he's really a doppelganger who can copy anyone. Due Oct. **\$20.00**

**Howls in the Night** Inspired by Sir Arthur Conan Doyle's *Hound of the Baskervilles*. 32 pages. Due Jan'95. **\$14.00**

### RAVENLOFT NOVELS - \$10.00 each

**The Ravenloft Series**

1: Vampire of the Mists 2: Knight of the Black Rose 3: Dance of the Dead  
 4: Heart of Midnight 5: Tapestry of Dark Souls 6: Carnival of Fear  
 7: The Enemy Within 8: Mordenheim (Due May)

**Ebonyclaw Trilogy - \$10.00 each**

1: The Screaming Tower (Due Nov)

**Miscellaneous - \$10.00 each**

1: Tales of Ravenloft Anthology (Due Sept 2, 1, Strahd - \$30.00 hardback

## AL-QADIM

Ancient Persia, a classic matinee campaign setting that's ideal for jaded players, bringing to vivid life classic elements of high fantasy - flying carpets, sphinxes, genies, pharaohs, sultans, and much more.

**Al-Qadim Arabian Adventures** 160 page sourcebook describing the land of Zakhara, the people's virtues (honor, family, purity, hospitality, etc), character creation, 20 new PC class 'kits' (corsairs, mystic clerics,

etc), proficiencies (begging, display weapon prowess, Genie lore, grooming, etc), desert survival, Calling Upon Fate, The Evil Eye, Sha'ir abilities (Genie magic), elemental province spells, & more! **\$38.00**

**Al-Qadim: Land of Fate** A box set with further campaign details. Describes geographic features, township life, attire, marriage, slavery, life in the desert, blood feuds, Sheikhs, attire & vanity, camels, 12 tribes of the High Desert & Haunted Lands, local deities, the Savage Gods, 27 (!) cities, legends, the calendar, the law, local secrets, magical items, and much more! Includes four 21"x32" colour maps. **\$40.00**

**MC13 Al-Qadim Monsters** Includes classic beasts like genies, rocs, pegasi, & sphinxes. **\$22.00**

**City of Delights** A box set that reveals the desert metropolis of Medina Al-Huzuz; delve into the exalted intrigues of the Caliph's court & harem, or explore the more mundane streets where merchants & beggars mingle. Includes maps of the city & the sprawling palace. **\$50.00**

**CGR3 Complete Sha'ir's Handbook** Sha'irs wield great power over the genies and are central to Al-Qadim. Reveals secrets of these masters as well as new info, elemental magics, etc. **\$35.00**

**ALQ1 Golden Voyages** A mini-campaign on the Crowded Sea, inspired by the tales of Sinbad! Includes an assortment of exotic adventures set in different locations (both at sea & on land), new rules on sailing, new monsters, notes on tribes & geography, an Al-Qadim DM's Screen, plus a 21"x32" map. **\$36.00**

**ALQ2 Assassin Mountain** A DM's guide to the secrets & objectives of the fanatical Assassins of Zakhara, including methods, tools, organisation, etc. Features an adventure, a stronghold map, etc. **\$40.00**

**ALQ3 A Dozen & One Adventures** A nifty collection of short adventures designed for levels 2-10. Includes new monsters, player handouts & a big map. **\$40.00**

**ALQ4 Secrets of the Lamp** A sourcebook on genies - details their organisation, noble genie lords & their magical estates (ie: the City of Brass), powers, monsters, adventures, etc. **\$40.00**

**ALQ5 Ruined Kingdoms** Seven quick start adventures that can stand alone or be linked together, exploring the mysterious remains of the lost kingdoms of Nog and Kadar. 2 booklets, map, cards, etc. **\$35.00**

**Cities of Bone** A collection of adventures set in the haunted ruins and crypts of forgotten cities of Al-Qadim. There's many secrets to find and reveal and dig up - but some of them are better left buried! June. **\$36.00**

**Corsairs of the Great Sea** An adventure and accessory allowing players to sail the seas, encountering storms, pirates of chaos, and find new magical items and monsters. Due August. Lvl's 6-9. **\$36.00**

**Caravans** An adventure and accessory for all player levels. The first epic adventure for Al-Qadim. Three booklets, 12 cardsheets, map, etc. Due November. **\$36.00**

## MISCELLANEOUS MODULES

**GA1 The Murky Deep** A cursed cabinet reveals the secrets of an ancient city, undiscovered for centuries, and haunted by the doomed shades of its former inhabitants. For levels 5-8. **\$14.00**

**GA2 Swamplight** A precious family heirloom has been stolen from a Baron's realm - the culprit's tracks lead deep into the murky depths of a sprawling realm of swamp. For level 7-10. **\$14.00**

**GA3 Tales of Enchantment** A faerie princess has fled her oppressive parents & seeks refuge in the realm of humans, thus triggering a diplomatic nightmare for the PCs. For levels 4-9. Due Sept. **\$14.00**

**HHQ1 Fighter's Challenge** Stunheim was a thriving trade town, until a caravan laden with gold disappeared and ruined the settlement financially. An adventure for 1 DM & 1 player (2-4 level fighter). **\$14.00**

**HHQ2 Wizard's Challenge** A prosperous Wizard's guild is in decline after important members were mysteriously killed, those that survived are now threatened. For 1 DM & 1 player (2-5 level Wizard). **\$14.00**

**HHQ3 Thief's Challenge** The river Thadysh is being terrorised by a masked bandit, the local thieves' guild wants to know who's responsible! A special adventure for a single, clever Thief of levels 2-4. **\$14.00**

**HHQ4 Cleric's Challenge** In the town of Pommeville terrifying apparitions prowl the shadows, while corpses tear themselves free of their earthly bonds and walk again! For a level 1-4 Cleric. **\$14.00**

**HHS1 Fighters Challenge II** An adventure for 1 player & 1 DM. Just about any hero can rescue a princess, but how do you go about returning her to her family? Quite a challenge. Due April. **\$14.00**

**Wizards Challenge II** An adventure for one player and one DM. A beast is terrorizing peasants at the frontier, & it is immune to weapons. But what can one wizard do that an army can't? Due Oct. **\$14.00**

**REF3 The Book of Lairs** 61 very short adventures, perfect scenarios for any environment. **\$27.00**

## EARTHDOWN

**FANTASY** Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the *ShadowRun* world, revealing the races before magic was locked away. By FASA.

**EARTHDOWN** A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdown. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the dark-shadows of the Empire. Players can be elf archers or troubadours, or dark-beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or necromancers, troll sky raiders, Talsrang swordmasters, Winding thieves, Obidian warriors or wizards. Includes 18 full color treasure cards. **\$55.00**

**Barsaive Campaign Set** Box set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. **\$50.00**

**Denizens of Earthdown Vol 1** An in-depth description of elves, humans, Talsrang and Windings, & how they all fit into Barsaive society. Due May. **\$35.00**

**Earthdown Companion** Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. **\$35.00**

**Earthdown GM Pack** GM Screen, sheets of treasure cards, a booklet featuring a full length adventure, & campaign guidelines. **\$25.00**

**Terror in the Skies** The trading companies of the city of Traver are being plagued by sky-bound horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. **\$20.00**

**The Mists of Betrayal** When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the very heart of Barsaive. **\$16.50**

### EARTHDOWN NOVELS - \$10.00 each

1. The Longing Ring

Young, mute, possessed by a Horror & rejected by his village, J'role sets out to discover what remains of the world after the scourge, and finds out things are a mess. Can he be set free from the Horror inside him?

2. Mother Speaks

Relanna has kept her twin sons safe by her magic all their young lives - especially against their father J'role. But then the Therns have returned, & she wonders if perhaps J'role might be able to help them...





# 8 - Role Playing Games

## 3. Poisoned Memories

Jroce risks his life as he tries to save the life of a youngster pursued by the horrors. But they are also pursued by Mordom, who tries to imprison them on his arship - the only escape is through Death's Sea.

## ELRIC

**DARK FANTASY** The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By **Cheosium**.

**Elric** A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. \$39.95  
**Aties of the Young Kingdoms Vol 1** The Northern Continent. A new series of books providing complete details of the nations and cities of Elric's world. Due June. With extensive maps & background. June. \$38.00  
**Castle of Eyes Novel** A novel of dark fantasy by Penelope Love, Australian author of many scenarios for *Elric* and *Chthulu*. \$24.95  
**Elric Screen** 6 panel screen & 8 page adventure. Due March. \$25.00  
**Melniboné** The Bright Empire has ruled the world for 10,000 years, but now its people lie sunk in introspection and dreams. A sourcebook about the Dragon Isle and the Dreaming City, with 3 scenarios. \$40.00  
**Perils of the Young Kingdoms** The power of Melniboné wanes, as that of Pan Tang grows. The armies of many nations are restless, & turmoil erupts with devastating results. With 5 adventures. \$35.00  
**Rogue Mistress** Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaner, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. \$30.00  
**See Kings of the Purple Towne** The Purple Towne is the centre of trade & commerce in the Young Kingdoms. Located literally in the middle of the world, this bustling port is an ideal haven for adventurers. Includes the elemental Churches of Air, Water & Gold, and four adventures. \$35.00  
**Sorcerers of Pan Tang** An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, and puerile magicks. Includes notes on history, society & character-generation, with regional maps, and five adventures. 128 pages. \$35.00  
**The Fate of Fools** Two complete adventures set in the Young Kingdoms. Resist the advance of the Lord of Ennui! Due June. \$7.95

## GURPS

**GENERIC** An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By **Steve Jackson**.

**GURPS BASIC RULEBOOK** 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. \$45.00  
**Acas Abroad** Players can be either government agents trying to defuse a world wide outbreak of Wild Card, or can be the joker-terrorist group the Twisted Fate. Includes the Australian outbreak. \$40.00  
**Cyberpunk** An accessory for playing Cyberpunk with GURPS. \$40.00  
**Fantasy RPG** Campaign based in world of Yrth - 144 pages. \$40.00  
**Fantasy Bestiary** Supplement for Fantasy - details over 250 monsters & plants. \$35.00  
**Fantasy Folk** Another supplement for Fantasy describes 25 races, 128 pages. \$40.00  
**GURPS Ultra Tech** Gadget accessory for GURPS Space - 128 pages. \$35.00  
**GURPS Magic** A comprehensive listing of objects for Fantasy campaigns - 112 pages. \$35.00  
**GURPS Magic Items II** Same idea as above - 128 pages. \$40.00  
**GURPS Psionics** A generic accessory for any campaign setting - 128 pages. \$35.00  
**Horror RPG 2nd Ed.** I think the title adequately describes this product - 128 pages. \$35.00  
**International Super Teams** Detailed sourcebook for the Supers RPG - 128 pages. \$40.00  
**Japan Feudal & fantasy** campaign setting - 112 pages. \$35.00  
**Martial Arts** A generic supplement featuring 38 styles of fighting - 112 pages. \$35.00  
**Robin Hood** Sourcebook England's favorite hoodlum. \$37.00  
**Scarlet Pimpernel** Adventuring in the 18th Century. \$30.00  
**School of Hard Knocks** Adventure module for the Supers RPG - 32 pages. \$15.00  
**Space RPG** Science fiction genre game with campaign material - 128 pages. \$35.00  
**Space Adventures** A selection of scenarios for the Space RPG, just like the title says! \$40.00  
**Space Atlas 2** Campaign supplement describing 25 worlds for the Space RPG - 64 pages. \$20.00  
**Space Bestiary** Space RPG accessory detailing 333 critters - 112 pages. \$35.00  
**Special Ops** A modern military (special forces) campaign RPG - 128 pages. \$34.00  
**Stardemon** Adventure module the Space RPG - 32 pages. \$13.00  
**Supers RPG 2nd Ed.** A contemporary super-hero RPG. \$40.00  
**SuperScum** Supers accessory RPG with 30 villains - 64 pages. \$19.00  
**Superlumps** Adventure module for Supers RPG - 64 pages. \$18.00  
**Time Travel** Rules for fitting around time, past, present, future. \$40.00  
**Vampire** Allowing you to play Vampire stuff with GURPS rules. \$40.00  
**Werewolf** Allowing you to play Werewolf with GURPS rules. \$40.00

## HEROES UNLIMITED

**SUPERHERO** A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By **Palladium**.

**HEROES UNLIMITED** 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! \$45.00  
**Villains Unlimited** Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. \$40.00

## HERO SYSTEM

**FANTASY** Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasts, and nice cover artwork. Comprehensive, but not complex. By **Iron Crown Enterprises**

**Hero System** The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. \$35.00  
**Cyber Hero** Campaign sourcebook detailing hardcore cybergear, special combat rules & high-tech weapons, cyberspace nets, and gritty near future street background material - 208 pages. \$35.00  
**Fantasy Hero** 256 page softcover containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, & a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. \$35.00  
**Fantasy Hero Companion A** 144 pg book that features a mass combat system, building floorplans for campaign use, 76 new critters, extra magic items, 13 extra spell colleges, and a few new cover. \$25.00  
**Hero Bestiary** Dragons, aliens, faeries, ghosts, animals, - for every genre, & GM guidelines for creating more beasts. 192 pages. \$25.00  
**Hero System Almanac** More details later. \$20.00  
**Fantasy Hero companion II** 160 page supplement containing new spell colleges, fierce monsters, powerful magic items, adventure locations, rules for naval combat & jousting, plus GM advice, etc. \$30.00  
**Ninja Hero** Martial-arts sourcebook for Hero System. Features an array of special oriental combat styles, exotic weapons & armor so players can really kick serious ass. 176 pages, with adventures. \$25.00  
**Western Hero A** 208 page sourcebook that includes historic and fictional background, character development, real-life personalities, equipment, special skills, and a gritty adventure. \$35.00

## MAGE

**DARK FANTASY** Third in White Wolf's immensely popular series. The players take the role of magicians in a modern day setting. As always, the emphasis is on role play, not rule play.

**MAGE** A 312 page book detailing a modern urban world of horror, with a gothic punk edge. Players take the role of magicians, who are embroiled in bitter struggles against three horrendous enemies: the Technocracy, who rule current day Earth and suffocate it in webs of steel; the Marauders, who rule the outcast realms and drown all in ceaseless discord; and the Nephand, who rule the nethermost voids and conscript victims in the Wyrms' coils. \$50.00



**A Book of Shadows** The Mage players guide, including new Traditions, roles, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. Due May. \$35.00  
**Mage Screen** The storytellers screen compiles the most important information needed to run Mage. \$18.00  
**Loom of Fate** Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. \$20.00  
**The Chantry Book** Allows players to create a vibrant, fully realised Chantry for their mage characters. \$30.00  
**The Technocracy** The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. \$20.00  
**Virtual Adepts Tradition Book** Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new roles, etc. Due May. \$20.00

## MECHWARRIOR

**SCI-FI** Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see **BATTLETECH** under Science Fiction Boardgames. By **FASA**.

**MECHWARRIOR 2nd Ed.** Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. \$50.00  
**Bloodright** Join a desperate manhunt that twists and turns through a multitude of star systems and worlds scarred by war, and defines the meaning of honor with glory. Features Clan characters. \$16.50  
**Comstar Sourcebook** Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. \$30.00  
**Hot Spots** A rulebook with game information for mercenaries, especially covering contracts. Includes mission briefings for contracts. Nov. \$25.00  
**Intelligence Operations Handbook** Before each battle, spies wage a war of subterfuge for information. This reveals the intelligence agencies of the Clans, Comstar & the Inner Sphere Houses. \$30.00  
**Jade falcon Sourcebook** Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. \$30.00  
**Mechwarrior Companion** Features rules expansions, new source material, expanded character generation, skill concentrations & specialisations, battle armour, more vehicles, BattleTech expansions, additional equipment, more archetypes, contacts, NPC templates, adventure ideas, & a tech manual. Due May? \$35.00  
**Mercenary's Handbook 3055** This 2nd edition sourcebook lets you create, maintain & operate a mercenary unit, covering all things from salaries to medical care. Includes detailed histories & equipment rosters of Wolf's Dragoons, Kell Hounds, Gray Death, Rhondas, & Snords. Also gives actual dollar costs (and mechforce values) on every single mech & mech variant and vehicles found in all other publications. \$35.00  
**Null Set** A band of mercenaries gets caught in a plot to frame Comstar with a very unlikely weapon, and have to fight for their freedom, and to prove their innocence. \$18.00  
**Wolf Clan Sourcebook** Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (Oil The premier Clan, thankyou!) \$30.00  
**Unbound** On the gladiatorial gaming world Solaris VII the players are hired to investigate a mysterious stable called Deadly Sins, which has been fielding 'Mechs of unknown origin in the fighting arenas. \$16.00

## MECHWARRIOR NOVELS - \$10.00 each

### Jade Phoenix Trilogy:

- 1. Way of The Clans** - Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised mechwarrior.
  - 2. Blood Name** - Now masquerading as a freebirth, Aidan wants to earn his Blood Name - the ultimate goal for all Clanners - but all Truebirths going for the Name have made a pact to kill him or die in the process...
  - 3. Falcon Guard** Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is disgraced. Can he atone for their past mistakes?
- Miscellaneous Titles - \$10.00 each**
- 1. Decision at Thunder Rift** 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how?
  - 2. Mercenary Star** The sequel to *Decision at Thunder Rift*. The new mercenaries receive their first assignment, training farmer rebels on Verthandi. But getting the factions of scattered farmers together won't be easy, and the Legion's toughest battles wait for them... A good novel.
  - 3. Wolf Pack** - a superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Dragoons have other plans, and so begins a civil war that could destroy the Dragoons for ever...
  - 4. Natural Selection** - a new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them?
  - 5. Ideal War** - Thomas Marik has conceived of a vicious war to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson.
  - 6. Main Event** - Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons.
  - 7. Blood of Heroes** It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glangarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle?
  - 8. Assumption of Risk** By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Lias fences with his uncle Tormano Lias, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping.
  - 9. The Far Country** A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks.
  - 10. D.R.T.** Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance, makes the whole affair appear somewhat suspicious. Due June.

## MEKTON II

**SCI-FI** Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha.



Extremely influenced by Japanese animation movies & series.  
By R. Talsorian Games.

**MEKTON II** A 94 page book with a complete system for giant mecha adventures, with streamlined construction rules for vehicles, spacefighters, robots, & mecha. Combat is on both man to man and battlemachine levels. Mecha weapons include plasmacannons, laser cannons, rockets, MGs, beam sabres, drills, fangs, energy blades, & shields. With great looking mechs and lots of illustrations. \$22.50

**Mekton Techbook** Advanced construction system with custom-weapons, cloaking, ECM, ECCM, psionics, & teleporters. Also with 20 new systems and 17 new Mektons, with stat sheets filled out. \$19.95

**Mekton Empire** Mecha combat in the stars! With over 100 planets, alien races, new mecha, spaceships & spaceship combat, mech boarding action, map of the Bender Spiral galaxy, etc. 134 pages. \$24.95

**Operation Rimfire** An absolutely stunningly produced campaign for Mekton, including 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, full breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. \$26.95

## MIDDLE EARTH

**FANTASY J.R. Tolkien's magical world of The Lord of the Rings** is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.

**Lord of the Rings Adventure Game** A complete role-playing package designed specifically for beginners! Features a rich storytelling-style adventure that teaches roleplaying concepts as the game unfolds. Contains 10 maps, 6 character fold-outs, and dice. \$35.00

**Adventure #1: Darker Than the Darkness** Concludes the adventure started in the box set - a motley crew of bandits are terrorizing the inhabitants of the Trollshaws but not for much longer! \$20.00

**Adventure #2: Over the Misty Mountains Cold** A Dark Elf in the service of the dread master of Dol Guldur, lengthens the shadows surrounding his forest keep with diligent cruelty. \$16.00

## MERP 2nd ED CLEARANCE SPECIAL

**MIDDLE EARTH 2nd Edition.** A new edition is coming out - so we've got to clear out this previous edition. The original, more complex (but still relatively easy to learn) box set. It contains a comprehensive 128 page rulebook, a moderately useful booklet of maps & floorplans, an excellent 32 page introduction to roleplaying, plus 56 color cardboard character counters. It was \$25.00 but now... \$11.00

### MIDDLE EARTH II RPG

**MERP II HARDBACK** 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the Trollshaws. \$50.00

**MERP II SOFTCOVER** The MERP RPG. Due Mar. \$35.00

**MERP II Accessory Pack** Boxed. Details later. Due Apr. \$30.00

**MERP II Campaign Guidebook & Map** A 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc., an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. \$33.00

### MIDDLE EARTH SUPPLEMENTS

**MERP II Combat Screen 2nd Ed.** Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. Due Apr. \$16.00

**MERP II Poster Maps** Due Apr. \$30.00

### VARIANT CAMPAIGNS

**Robin Hood** Alternate campaign sourcebook based on a romantic 11th century English setting - specifically the Forest of Dean on the Welsh Marches & Sherwood Forest. Includes sections on new medieval skills & professions - material on bandit & guerrilla operations. 160 pages. \$25.00

**Pirates** Creates the boisterous world of 17th century pirates & buccaners. From the rowdy ports of the West Indies, to the savage coasts of Africa - adventure & wealth await all who sail under the Jolly Roger. 160 pages with ship types, fashion, treasure, firearms, fencing, maps, magic, 6 scenarios, etc. \$25.00



### MIDDLE EARTH SOURCEBOOKS

**Arnor** This boxed set is a comprehensive tour of the entire North Kingdom of the Dunedain, featuring color maps, a history of Eriador, descriptions of fairs, guilds, mystical orders, personalities, a travelers guide, plus a series of adventures, etc. Due May. \$60.00

**Lords of Middle Earth I: The Immortals** Comprehensive 112 page sourcebook detailing the Elves, Valar, Maiar and the Great Enemies. Includes history, new powers, major personalities, etc. \$20.00

**Lords of Middle Earth II: Mannish Races** A wealth of data on the Kings of Arnor, Gondor & Numenor, plus profiles on Aragorn, Boromir, the Witch King of Angmar, Eowyn & the Ring Wraiths. \$20.00

**Lords of Middle Earth III** Details the races that the other books neglected - the gentle Hobbits, dour Dwarves, patient Ents, crude Orcs, and formidable Trolls. 112 pages, of comprehensive detail. \$20.00

**Pelantir Quest** Sourcebook with adventures? regarding one or more of the magnificent pelantir seeing stones. Due June. \$30.00

**Valar & Maiar** 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mightily beings created by the One God, including the fallen Melkor, and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. \$30.00

**Mines Tirith** New revised sourcebook on the most important city of Gondor during the Third Age. Due July. \$35.00

**FANTASY** Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

## PALLADIUM

**THE PALLADIUM RPG** 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 290 different spells, a campaign world setting, and a bestiary. \$45.00

**Book II: Old Ones** Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. \$35.00

**Book III: Adventure on the High Seas** 208 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. \$35.00

**Monsters & Animals** Details 89 monsters and 192 animals, with world guide. 166 pages. \$35.00

**Further Adventures in the Northern Wilderness** 4 adventures. 48 pages. \$16.00

**The Island on the Edge of the World** An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! \$30.00

## PARANOIA

### Note Low Prices

**SCI-FI** A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more! By West End Games

**Paranoia RPG** A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun and light-hearted adventure. \$30.00

**Bot Abuse's Manual** Details those annoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'Bots as player characters'. \$35.00

**Death, Lies and Videotape** With the Computer Fritzled, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. \$16.50

**Don't Take Your Laser to Town** From a time when clones were clones, and bots were bots, and player characters were covering under buildings. A ripping wild west adventure. I think. \$15.00

**Paramilitary Sourcebook** The staff sold all the copies of this book before I could nab one to write it up. So next time! \$25.00

**Paranoia Sourcebook** 144 page campaign book that includes information on the computer, clones, security clearances, treason, secret societies, R&D research, AlphaNet, and the outdoors! \$30.00

**Recycled Pack** The best game supplement never published! Contains 56 25mm plastic Trouble-shooters, all color coded of course, red, orange, yellow, and green; cardstock cut-outs of Commie mutant traitors, & heaps of forms you'll never need. \$17.00

**R&D Catalogue** Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. \$25.00

**Vapours Don't Shoot Back** It's competitive games time, & the high programmer has chosen you to represent him. But don't mention the games to the Computer, as it's illegal, & might get the High Programmer in trouble. Those who get him in trouble tend to end up as vat liquid - the High Programmer is not a nice person. \$11.00

**Novels - \$8.50 each**

**Title Deleted For Security Reasons** - Join James BOND as he [DELETED] and [CLASSIFIED] throughout Alpha Complex. [Sentence missing] [DELETED] [DELETED] with several [DELETED]. Which is why this novel had to be called *Title Deleted For Security Reasons*.

**Stormshooters & Troubleknights** - The computer leads a wild and completely unofficial invasion of the TORQ universe, and creates a realm whose only world law is that traitors must die - and of course, everyone is a traitor! They even meet the Emaciated Clone...

## PENDRAGON

**FANTASY** An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

**PENDRAGON 4th Ed.** A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. \$55.00

**Blood & Lust** Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. \$40.00

**Boy King** This essential sourcebook chronicles the entire Arthurian cycle from the birth of Arthur to the last battle at Camlann. The events

enemy kings challenge Arthur's right to rule. 6 adventures. \$35.00

**Pagan Shores** A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. \$38.00

**Perilous Forest** Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. \$40.00

**Savage Mountains** 4 adventures, Dolorous Wym, The Best Wine in the World, The Cambrian War & The Paulag Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. \$40.00

## PRIME DIRECTIVE

**SCI-FI** For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games.

**PRIME DIRECTIVE** A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzinis, Hydrans, etc., each with history & weapons. Has two scenarios & a Star Fleet Universe timeline. \$40.00

**Screen & Mini-Module** Contains a 32 pp adventure. March. \$18.50

## RIFTS

**SCIENCE-FANTASY** Earth has been transformed - super science rule the nations of the future, but awesome magics & supernatural creatures threaten a new dark age. By Palladium.

**RIFTS** A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. \$55.00

**RIFTS Sourcebook** More campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. \$30.00

**RIFTS Sourcebook 2 - The Mechanoids** A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids, etc. \$30.00

**RIFTS Conversion Book** Enables characters or creatures created in any of the other Palladium RPGs (i.e. TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS universe. Includes notes on RIFTS Europe, adult dragons, optional player races, and a wealth of monsters. 224 pages. \$45.00

**RIFTS Conversion Book # 2** Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons, etc. Due April. \$40.00

**RIFTS Dimension Book One: Wormwood** Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphoworms, entancers, new racial character classes, Hospitaliers, etc. 164 pages. \$32.00

**World Book 1: Vampire Kingdoms** Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. \$30.00

**World Book 2: Atlantis** Domain of the multi-dimensional slavers known fondly as the Splogoth, who rule a magical realm of supernatural, and other-dimensional creatures. More details later. \$37.50

**World Book 3: England** A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. \$30.00

**World Book 4: Africa** Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. \$30.00

**World Book 5: Triax & The NGR** 180 + pages on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borge, etc. \$40.00

## ROBOTECH

**SCI-FI** Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. By Palladium.

**ROBOTECH** Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. \$30.00

**RDF Manual** Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. \$20.00

**REF Field Guide** Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters and Zentraedi. \$37.50

**Southern Cross** Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. \$30.00

**The Invid Invasion** 112 page sourcebook on Invid & human equipment, with new combat rules. \$30.00

**The Sentinels** New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs. \$40.00

**The Zentraedi** Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. \$20.00

**Zentraedi Break-out** An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Control Zone in South America, with modified mecha, new squadrons, border patrol, etc. May. \$20.00

**MACROSS II RPG** The Zentraedi have returned to Earth with a deadly new ally, the savage Marduk. Featuring five new Valkyries, spaceships, vehicles, equipment, battlesuits, stats on major characters, detailed out-carry drawings, etc. \$24.00

**Macross II Sourcebook** One Details Earth's military, the UN Space, new ground mecha, the Metal Siren transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art! 64 pages. \$20.00

**Macross II Spaceships & Deck Plans** Vol One 64 pages of floor plans for the Emperor's giant Marduk base ship, four Marduk and three Zentian ships, the Macross Cannon and space cruiser. Also a short



# 10 - Role Playing Games

## ROLEMASTER

**FANTASY** A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. See **SHADOW WORLD** for campaign material. By **Iron Crown Enterprises**.

**ROLEMASTER 2nd Ed.** Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism in depth, and are recommended for novice DMs! \$45.00

**Alchemy Companion** 208 page book detailing over 12 new professions, new skills, Static Action tables, Critical Strikes, item creation charts, over 75 new spell lists, and much more! \$30.00

**Arms Law & Claw Law** Contents include 30 individual Weapon Attack charts, 10 amazing Critical Strike tables, 12 Animal & Martial Arts Attack charts, and a variety of optional rules. \$20.00

**Arms Companion** New attack & critical charts, new options for combat maneuvers, new skills, called shots, mixing armor types, background info on fighters and thieves, etc. 144 pages. \$27.00

**At Rapiers Point** At a guess, I'd say that this is going to be a sourcebook to allow gaming in the Renaissance. Details later. \$30.00

**Character Law & Campaign Law** A complete character development system that includes campaign and gamemaster guidelines. Can be used with any Fantasy RPG! \$20.00

**Creatures & Treasures** Provides descriptions and game stats for over 500 animals, races & monsters. With tables for the generation of random treasures or encounters. \$20.00

**Creatures & Treasures II** A great compendium of new monsters and artifacts. 112 pages. \$22.00

**Creatures & Treasures III** More creatures to bash or befriend or flee from, and more treasures to nab from those you bash. \$25.00

**Elemental Companion** New spell lists, variant professions, and elemental creatures. Plus details on the elemental planes, and the history of elemental magic. \$27.00

**Heroes & Rogues** A 160 page compendium of 24 characters representing each of the Character Law professions, with detailed backgrounds and statistics, plus an illustration. \$30.00

**Oriental Companion** Contains 10 new oriental professions (Ninja, Samurai, etc), culture, skills, spells, Ki powers, mythical creatures, magic items, exotic weapons, etc. 110 pages. \$25.00

**Rolemaster Character Sheets** Character records for all Rolemaster professional 144 pages. \$22.00

**Rolemaster Combat Screen** The GM's REF screen, making game play easier. \$12.00

**Rolemaster Companion** Includes 32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells and optional rules. \$20.00

**Rolemaster Companion II** Features 65 new spell lists and over 100 optional skills. There are also Master Tables with descriptions for every Rolemaster skill and profession thus written! \$20.00

**Rolemaster Companion III** Does it never end? Here's some more optional rules, with 21 new professions, 40 spell lists, 7 more critical tables and 4 spell attack tables. \$20.00

**Rolemaster Companion IV** Offers a checklist of all the spells, skills, optional rules & professions introduced in the basic rules and all of these bloody companion! And assorted new stuff. \$22.00

**Rolemaster Companion V** Will it ever end? Rules for time travel, Earthdroids, skill specialisation & spell research, plus 3 professions, 26 spell lists, creatures, treasures, skills, extra attack & crit tables, structural hit points, another options checklist addendum! 128 pages. \$25.00

**Rolemaster Companion VI** Aargh! The buggers can't help themselves! Highlights include an emphasis on stat bonuses rather than stats, flexible skill development, rewards for roleplaying, a detailed yet playable tactical combat, upper level spells for existing spell list, and much more! \$25.00

**Rolemaster Companion VII** Oh no! Here we go again. Optional combat rules, new martial arts material, late points, spell lists for vampires and dragons, & new professions. 128 pages. \$25.00

**See Law Rules for adventuring on the high seas.** Due April. \$25.00

**Spell Law** Includes over 2000 spell descriptions based on 3 realms of power & 15 character professions, plus individual Spell Attack & Critical Strike tables, a power point system & detailed alchemy rules. \$20.00

**Spell Users Companion** Features new magical skills & herbs, rules for rituals & resistance rolls, a spell-pick & extraordinary-failure system, realms clarifications, heaps of new spell lists (including Esoteric Spells), apprenticeships, clarifies ambiguous spells, and much more! \$27.00

**Time Riders** 160 page book for magic, psychic, or tech based time travellers. Includes a sci-fi setting, high tech equipment, magic items, special combat rules & source material for variable time travel. \$25.00

**War Law** A mass combat system featuring rules for morale, maneuver, ferocity, leaders, fortifications, unit generation, etc. Contains a 160 page rulebook, counters, templates and unit forms. \$60.00

See Middle Earth & Shadow World for compatible stock.

## RUNEQUEST

**FANTASY** A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended! By **Avalon Hill**.

**RUNEQUEST DELUXE BOXED** Contains an introduction, Player's Book (88 pgs.), Magic Book (60 pgs.), Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), guide to Glorantha (32 pgs.) & dice. \$60.00

**RUNEQUEST DELUXE BOOK** The complete deluxe Runequest made available in a 280 page book. Includes the Players Book, without details, character creation, combat & skills; a Magic Book, with the 4 types of magic; a GM Book, with scenario aids, ships & sailing, the money tree, civilization; the Creatures Book, which includes descriptions and stats; Glorantha Book, with Mythos & history, magic & religion, Cult of Eridia, & a run down on the races of Glorantha. \$50.00

**Dorastor** Join a Lunar expedition into the poisoned heartland of Chaos. Includes revised & updated cults, plus secrets & mysteries from the old Cult of Terrors. Designed by Sandy Petersen Ken Rolston. \$40.00

**Glorantha - Crucible of the Hero Wars** A guide to a unique campaign world. Contains a Glorantha Book (40 pgs.), a Generals Book (100 pages), a Player's Book (36 pages) and a map. \$45.00

**Glorantha Bestiary** More than 60 beasts from both Generals and Palmares. \$19.00

**Gods of Glorantha** Details the huge campaign pantheon, rich in texture and full of character. Features 60 cults and religions, covering virtually every facet of Gloranthian life, from farmers to merchants. \$40.00

**Into the Troll Realm** 3 adventures. Includes a Trollball game, a giant-insect farm, flying Trollkin hideaways, a chance to sample fearsome Troll beverages, & a Bronzaurer-carriage bandit hideout! \$17.00

**King of Sarnier Historical Fiction** - six Gloranthian scholars reveal their perspectives on the facts, history and secrets of Prince Argrath's heroic struggles against the invading Lunar Empire. 300 pg, by Greg Stafford. \$22.00

Rubble, and Cults of Prax, with a new 7-part adventure. \$40.00

**Shadows on the Borderlands** Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With three adventures. \$40.00

**Strangers in Prax** Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorcerer and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Sandy Petersen & Greg Stafford. Due Feb. \$40.00

**Sun County** Describes the land of the Sun Dome in Prax, an enclave of staunchly independent farmers. Features 4 scenarios, with historical notes, their culture, major personalities, expansions on the Yelmalo cult, encounters, and much more. By an Australian author. 128 pages. Good quality production tool. \$40.00

## SHADOWRUN

**SCIENCE-SORCERY** Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. By **FASA**.

**SHADOWRUN 2nd Edition** The NEW 296 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestiary, a Seattle guide, equipment lists, NPC contacts, and an adventure. Features new artwork, revised mechanics, and tons of color plates. \$30.00

**A Killing Glare** The players are caught up in Urban Brawl, pro sports, but a darkened past is brought up which could ruin all. \$15.00

**Bottled Demon** Sinister organisations seek a mysterious artifact covered with runes. \$15.00

**Celtic Doublecross** Elves & politics give even hardened street samurai the shakes - but put together Irish elves and American politics and you've got nothing but trouble. \$16.00

**Corporate Shadowfiles** Sourcebook that includes extensive explanations of megacorporations and their economics, including histories, assets, personnel, private armies, etc. Detailed profiles of the Big Eight megacorporations & new game rules for rating the. \$35.00

**Darkangel** The last recordings of a cult-figure street musician is grabbed by a major record company - but how? \$18.00

**D.M.Z. - Downtown Militarised Zone** A boardgame of urban conflict between mages, street samurai, mercs, bikers, Orks, etc. This system may be employed as a quicker-playing substitute for the Shadowrun combat mechanics. With nine interior and street mapsheets, plus 203 counters. \$70.00

**Double Exposure** Project Hope is an organisation working to rebuild the Barrens by employing the homeless and the destitute. This could make a real difference to poverty & despair in Seattle. But is all as it seems? Due June. \$20.00

**Dreamchipper** Missing experimental pleasure chips are linked to a series of brutal slayings... \$15.00

**Fields of Fire** A mercenary sourcebook for ShadowRun, including a tactical street warfare section, with new weapons and support gear. Due April. \$30.00

**Germany Sourcebook** Details society, politics and economics of Berlin, Frankfurt, Rhine-Ruhr Megaplex, etc. Written by real Germans, & includes German equipment, gear, local corps, etc. Due Feb. \$35.00

**Grimoire 2nd Ed.** A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamans. Includes game improvements. \$30.00

**GM's Screen 2nd Ed.** Includes a collection of archetypes and street contracts. \$25.00

**Harlequin** A connected series of 8 adventures that feature exotic locales. These missions provides the players with a progressively enlarged view of a very complex tale of betrayal and revenge! \$22.50

**Ivy & Chrome** Runners must search for an elf girl missing from an exclusive boarding school. \$15.00

**London Sourcebook** The London Sprawl 2050 - cyberware & magic are strictly regulated, with harsh penalties for those who disobey. Power is divided between the nobility, megacorps & druids. \$30.00

**Lone Star** The Lone Star Security, Seattle's last hope against anarchy. Now for the first time the inner workings, structure, policies, & practices of the organisation are revealed. Due June. \$35.00

**Native American Nations Vol. 1** Details history, cultures, economies & lifestyles of the newly-emerged Salish-Shidhe, Sioux, Ute & Pueblo Council Nations. Includes a wilderness adventure. \$25.00

**Native American Nations Vol. 2** Lists the remaining new nations, covering history, cultures, economies, and lifestyles. Includes another adventure set in the wild, awakening wilderness. \$25.00

**Neo-Anarchist's Guide to Real Life** Reminds me of something an ex-girlfriend kept telling me ("Get a real life!"), and as I sit before my Mac at 2.00 in the morning typing this crap, I can understand why! This book details everything from mass transit, to security systems and coffin motels. \$30.00

**Paradise Lost** Hawaii is far from bright and cheerful in 2055. Not only includes a dark and dangerous adventure, but also a short section on the socio-political situation in Hawaii. Due May. \$20.00

**Paranormal Animals of Europe** You've seen the animals of USA, now find out what the Europeans are afraid of. \$35.00

**The Rigger Black Book** A compendium of vehicles, from urban runabouts to hunter-killer combat drones. Includes modifications, support gear, and cyberwares. Real Rigger wet dream material. \$30.00

**Seattle Sourcebook** A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. \$30.00

**Shadowbeat** Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. \$30.00

**Shadowtech** Details the latest and sharpest in personal-enhancement technology - from adrenaline-boosting bioware, to hardware cyberdecks, and sensory enhancements. \$30.00

**Sprawl Maps** Full color 11 x 17" maps including a night club, back alley, monorial station, apartments, etc. Due April. \$35.00

**Sprawl Sites** Features an assortment of building floorplans and city encounters, plus a collection of individual NPCs who can be used as street contacts, etc. \$25.00

**Street Samurai Catalogue** Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. Slightly revised edition. \$25.00

**Tir Na nOg** The former nation of Ireland, the land of Youth. It is now revealed - but who are it's masters? And what does its emergence hold for the world of 2054? 168 pages, color plates & several maps. \$35.00

**Tir Tairngire** Reveals the Elven Nation for the first time, in all its glory and danger. Details history, society, politics, and the mystery of the Tir. Has 152 pages and includes maps & heaps of illustrations. \$35.00

**Total Eclipse** Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some 'runners to bring them back ASAP. \$16.00

**Virtual Realities** 160 page guide to the matrix. Decking is given the treatment with expanded rules on cyberdeck construction, computer systems, etc. Includes new software, firmware & programs. \$30.00

### Miscellaneous Titles - \$10.00 each

1: 2XS 2: Changing 3: Never Trust an Elf 4: Streets of Blood 5: Night's Pawn 6: Stryper Assassin 7: ShadowPlay

### 8: Lone Wolf

Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it and prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side...

### 9: Fade to Black

Runners must free a man stuck in slave-like conditions from the harrowing landscape of Newark, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor.

## SHADOW WORLD

### Note Low Prices

**FANTASY** Kulthea - a world designed for Rolemaster, but compatible with any other fantasy RPG. Each module details a specific area, and also provides adventures. By **Iron Crown Enterprises**.

**Shadow World Master Atlas 2nd Ed.** Softcover format. Describes a unique world swept by powerful Flows of Essence that enhance or diminish a character's capacities. This is a land plagued by the Unlife, creatures so foreign that their origins are beyond knowledge. \$40.00

**Eidolon - City in the Sky** Details the Sel-kai island realm's capital - trade center of the world - a beautiful marble & glass metropolis floating among majestic cloud-scapes. Includes 8 adventures, 250 building descriptions, two color maps, etc. 160 page softcover. \$25.00

**Emer Supreme** More details later. Due ??? \$20.00

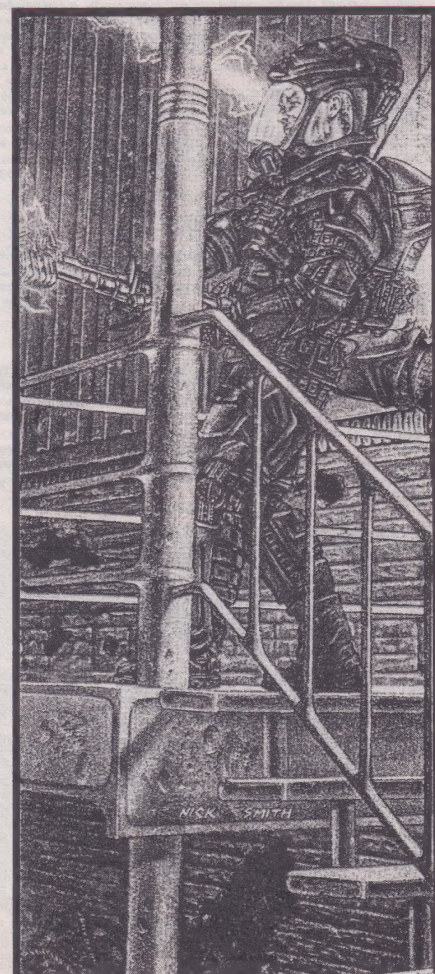
**Gethaenna** Describes the ancient Underearth realm beneath Emer, including its unique races, monsters, artifacts, poisons, and plant life. Features a wealth of adventure sites. 128 pages & color map. \$27.00

**The Grand Campaign, One: A Gathering of Darkness** A 112 page book with over 30 adventure sites, full color map of Jaiman, the evil Iron Wind & it's minions, & updated timeline. Due ??? \$30.00

## SHATTERZONE

**SCI-FI** Mankind has spread to the stars, the consortium of worlds ruled by Fleet's iron fist. But on the edge of the galaxy lies the Shatterzone, a mysterious belt of raging cosmic energies that contains riches & peril beyond belief. By **West End Games**.

**SHATTERZONE RPG** A boxed set containing all the rules and info needed to play this latest game from West End Games. Man has spread to the stars, and his consortium of worlds is controlled by Fleet's iron fist. The mysterious Shatterzone of swirling cosmic energies at the edge of the galaxy contains both treasures & perils, but on the other side of the Shatterzone lies the greatest threat man has ever faced - the Armagons. Contains the Universe Guide, Players Guide, the Rule Book, and 2 decks of cards. See below for descriptions of the 3 books. \$50.00





**The Players Guide** A 96 page book covering character generation, attributes & skills, background info for character generation, player info, basic game rules, psionic rules, & sample character profiles. \$25.00

**The Rule Book** 96 page book that details how to gamemaster Shatterzone, rules needed to play, character interaction & combat, how to use the deck of cards, designing & running adventures, stats of various types of ships, military & scout, etc., & rules for space combat. \$25.00

**The Universe Guide** A 96 page book that details the Consortium, with the Core Worlds, Near Colonies, Inner Frontier, Fleet, the many races of alien bellers, who are fleeing the Armagons, other alien races, the Shatterzone, pirates, the Megacorporations, several planets, and a detailed presentation of the Xenos Sector, weapons & equipment, & cybernetics. \$25.00

**Arsenal** 128 pages crammed full of weapons, armor, including power armor suits, vehicles, cyberware, alien tech, adventuring gear, character profiles, & a complete adventure. \$30.00

**Brain Burn** A 64 page adventure for Shatterzone. Details later. \$20.00

**Cross Hairs** A 64 page return to Teraxitar, a world which was first presented in the novel *Sole Survivor*. \$20.00

**Fringes Guide** Take a trip to the Fringes and hang out with some of the most dangerous & criminally insane characters in all space. \$30.00

**Grimsyn Sector** A sourcebook detailing a complete sector in the Shatterzone universe. A maps shows travelling times between worlds, describes the worlds & people on those worlds, and contains heaps of adventure hooks. \$25.00

**Zenexors** Focusing on the early explorers of the Consortium, exploring strange alien tombs, & looting & stealing. 62 pages. \$20.00

## SHATTERZONE NOVELS - \$8.50 each

1. *The River of God*  
Five misfits are drawn together to as they follow Fleet orders to penetrate the Shatterzone. Note: the writing style is somewhat lacking & empty.

2. *Sole Survivor*  
Two megacorporations clash on the fringe of the shatterzone. Fighting for profit first and survival second, they face unexpected danger from a third party. The writing style in this novel is well up to standard.

3. *Beyond the Zone*  
Shatterbase One - a megacorporate dream come true on the border of the shatterzone. An uneasy alliance between NetWorld and Fleet makes this the launch point to penetrate the zone. But what what waits on the other side is deadly beyond imagining. The writing style is well up to standard.

## SKYREALMS OF JORUNE

**SCIENCE-FANTASY** 150 years from today the Earth is destroyed, and many inhabitants go to the world of Jorune. Wars follow that lead to a technological breakdown. The game is set 3500 years later, while humans & many other races slowly rediscover what was lost.

**SKYREALMS OF JORUNE** 216 page softcover book containing heaps of excellent drawings & sketches. The world's tragic history of conflict is portrayed, and all of the various intelligent creatures and peoples are covered in detail. Also covers various animals, combat, technologies and items, mini-campaign, & guide to Jorune. \$45.00

**Jorune Innocents of Gauss** A simple introductory scenario of rescue and revenge. \$20.00

## SLA INDUSTRIES

**SCI-FI** An extremely dark game that focuses on a distant future where science & technology are accompanied by awesome powers that come from the *White*. By Nightfall Games in Scotland. This game is carving out a large slice of the market for itself.

**SLA INDUSTRIES** A 300 page book, rich in background and artwork. It focuses upon the mysterious SLA INDUSTRIES megacorp, which rules all the inhabited worlds in an iron grip. It began with the man Slayer

appearing suddenly 900 years ago, accompanied by his immortal Kineck bodyguards, who were lead by Intruder. Wars raged uncontrollably, with Slayer hiring out bioengineered warriors to all players - to then use them to exterminate nearly all other life forms. The only races to survive were the humans, Frothers who live a wild life of chemical madness; Ebons, who flow in the power of the Ebb; Brain Wasters, anti-social users of the Ebb; Stormers, the bioengineered warriors; Shaltar, a proud & honorable race of warriors; & the Wraith Raiders, use to physical hardships. Ebons who enter the white & return, come back as Necanthropes. \$45.00

**Karma** A biogenetic sourcebook with more background material, new character classes & options, new equipment, NPCs, etc. 144 pages, with stunning artwork. Due April. \$30.00

**Mort Campaign Book** Scenarios which lead into a full campaign with information on Soft Companies, new SLA NPC rivals, GM info, details of geography of various places of interest. Due June. \$30.00

## SPACEMASTER

**SCI-FI** A detailed system for flexible environments - from near-future post-holocaust, to high-tech exploration, or superstitious decay. Base on Rolemaster. By Iron Crown Enterprises. \$25.00

**SPACEMASTER** The 2nd edition book, over 200 pages, featuring 17 professions, 120 skills, & a rich array of character backgrounds. \$45.00

**Aliens & Artifacts** 128 pages with 14 alien races and over 80 variant-environment 'animals'. \$25.00

## STAR WARS

**SCI-FI** The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. By West End Games. \$25.00

**STAR WARS 2nd Ed.** Completely revised 176 page hardback book, features a conversion system for first edition characters, many new skills, special abilities for aliens, new rules covering movement, chasing and combat, 16 pages of colour, and excellent new artwork. \$45.00

**Battle for the Golden Sun** Sedri is an ocean world that hides in its depths a secret that may doom the Rebellion. Imperial marine troops have already begun a frantic search. \$16.50

**Craken's Rebel Field Guide** Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. Very well illustrated. \$22.50

**Dark Empire Sourcebook** A 128 page hardback sourcebook based on the smash-hit comic series following on from the end of *Return of the Jedi*. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. But then the Imperial factions, ruling 1/4 of the galaxy, start to fight each other for supremacy, and Luke Skywalker succumbs to the dark side - only to find that the Emperor is back - and with a sinister plan to conquer all. \$45.00

**Dark Force Rising** A 144 page hardback sourcebook based on the novel written by Timothy Zahn, with game stats, characters, aliens, vehicles, droids, planets, & starships. \$30.00

**Death in the Undercity** The Quarren Mining facilities are a vital resource to the Rebellion, but this sprawling industrial installation has become the target for Imperial sabotage teams. \$16.50

**Deathstar Technical Companion** Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans & maps for hangars, surface trenches, etc. 96 pages. Now back in print. \$25.00

**Domain of Evil** Rebels are stranded on a desolate swamp world, pursued by bounty hunters, they must find an insane Jedi Knight from the Dark Nexus, or join the compostrotting in the undergrowth. \$16.50

**Galaxy Guide 2** - Yavin & Bespin Details moons, inhabitants, adventure ideas, etc. \$16.50

**Galaxy Guide 3** - The Empire Strikes Back Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. \$20.00

**Galaxy Guide 4: Aliens** The 2nd edition aliens book has been expanded and updated for the 2nd Edition Star Wars game. \$25.00

**Galaxy Guide 5** - Return of the Jedi. Jabba and his strange cohorts get the treatment. \$20.00

**Galaxy Guide 7** Mos Eisley A complete overview of this city, with detailed location descriptions, illustrations, maps, a history of Tatooine, and information on heaps of famous & infamous smugglers. \$25.00

**Galaxy Guide 8** Scouts Join the New Republic Scout Service, & travel the length of the galaxy exploring new worlds. Includes system generation, new races, specs on new scout vessels, etc. \$26.00

**Galaxy Guide 9** Fragments from the Rift 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, and locations. Also swoop gangs, merc units, corporations, etc. \$25.00

**Galaxy Guide 10** Bounty Hunters 128 pages packed with info on the various bounty hunters, where they go, & how to play one, including a scenario for fledgling Bounty Hunters. \$30.00

**Game Chambers of Quetzal** The Alliance High Command has given up the search for Tice, an illustrious Alliance hero, but Rebel adventurers may yet discover his fate. \$16.50

**GameMasters Handbook** More rules and ideas for GMs, giving tips and hints on making your games more challenging and fun. \$30.00

**Graveyard of Alderaan** Rumors persist that the shattered ruins of Alderaan conceal powerful Jedi artifacts and strange ghost ships, but the truth is far more terrifying. \$16.50

**Heir to the Empire** A 144 page softcover campaign sourcebook that details major characters, the Imperial City & New Republic, the Dark Jedi Jorus C'baoth, new alien races, strange planets, extra spacecraft & equipment, and the state of the galaxy after the fall of the Empire. \$30.00

**Han Solo & the Corporate Sector** 144 pages containing everything you wanted to know about the Han Solo series of Han Solo novels, as he romps around the galaxy trying to turn a profit. \$35.00

**Imperial Sourcebook** Details Imperial intelligence, capital ships, ordnance, vehicles, Sector Group organisation, artillery, support weapons, special forces, recruitment & training. 144 page softcover. \$27.00

**Isle Coordinates** Imperial agents discover the coordinates to an Alliance factory world. A party of rebels must eliminate a Combat-Survey Team before it confirms the site. \$16.50

**Jedi's Honor** Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages. \$20.00

**Mission to Lianna** A weary Rebel unit, after completing a mundane mission, discover a top-secret Imperial operation intent on producing an effective docking device for their star ships. \$16.50

**Otherspace** Beyond realspace and the time-bending corridors of hyperspace resides a strange other-worldly dimension that conceals a great race of fierce aliens. \$15.00

**Otherspace II: Invasion** The planet Stronghold has ceased interstellar transmissions, and vessels fail to return from its ports. A Rebel unit is dispatched to uncover this mystery. \$16.50

**Planet of the Mists** Stranded on a swamp world unmarked on any star chart, the rebels must save a strange alien race from extinction, by disabling a secret Imperial plant guarded by mercenaries. \$18.00

**Planets of the Galaxy Vol. 3** Erod Sector: a little known backwater far from the raging battles of the Galactic Civil War, but still threatened by the merciless forces of the empire. 96 pages with 6 new worlds, new aliens, info for running campaigns, etc. \$25.00

**Rebel Alliance Sourcebook** A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance. 144 page softcover recommended for campaigns. \$30.00

**Riders of the Maelstrom** Smuggled aboard a luxury liner, Rebel heroes suddenly find themselves sharing the vessel with two Imperial Moff's and pirates intent on plunder. \$16.50

**Scoundrel's Luck** Solitaire adventure - Han Solo saves Princess Leia from some bad-asses! \$22.50

**Star Wars GM's Screen 2nd Ed.** Includes a 32 page booklet for random adventure generation. \$20.00

**Star Wars Miniatures Rules** They're back! With the rules updated to make them compatible with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. \$30.00

**Star Wars Movie Trilogy Sourcebook** A 160 hard back sourcebook containing revised info from Galaxy Guides 1, 3, & 5. Covers Tatooine, Mos Eisley, Death Star, Yavin, Hoth, the Imperial Fleet, Bounty Hunters, Dagobah, Bespin, Jabba's palace, the Rebel Fleet, the New Death Star, heroes & villains. Heaps of B&W photos. \$45.00

**Strike Force Shantipole** Heaps of Imperial starfighters in the frozen void of space, chase deadly probots through asteroid storms, and slug it out with an escort frigate! Includes counters. \$16.50

**Supernova** 96 page supplement with 5 mini adventures. The inhabitants of the Denophon system find out that their sun is about to go supernova, and a band of rebels tries to save some Imperial prisoners who are doomed to stay on the planet. \$23.00

**The Abduction** Crying Dawn Slinger, a famous Shashay avian entertainer, has been kidnapped by criminals eager to discredit the Rebel Alliance, but more sinister implications lurk behind this plot. \$16.50

**Twin Stars of Kira** 96 page book on travelling to the Twin Stars, and encountering secret Imperial Bases, lost ships with priceless cargos, pirates, & seven mini-adventures, including NPCs. \$26.00

**Wanted By Cracken** You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes, Imperial officers, bounty hunters, smugglers, assassins, etc. \$25.00

## TALES OF THE FLOATING VACABOND

**SCI-FI** A bizarre cross-genre cocktail of low-brow humour, TOON-like insanity, and utter mayhem! A quick-play, low complexity RPG for energetic, zany players. By Avalon Hill.

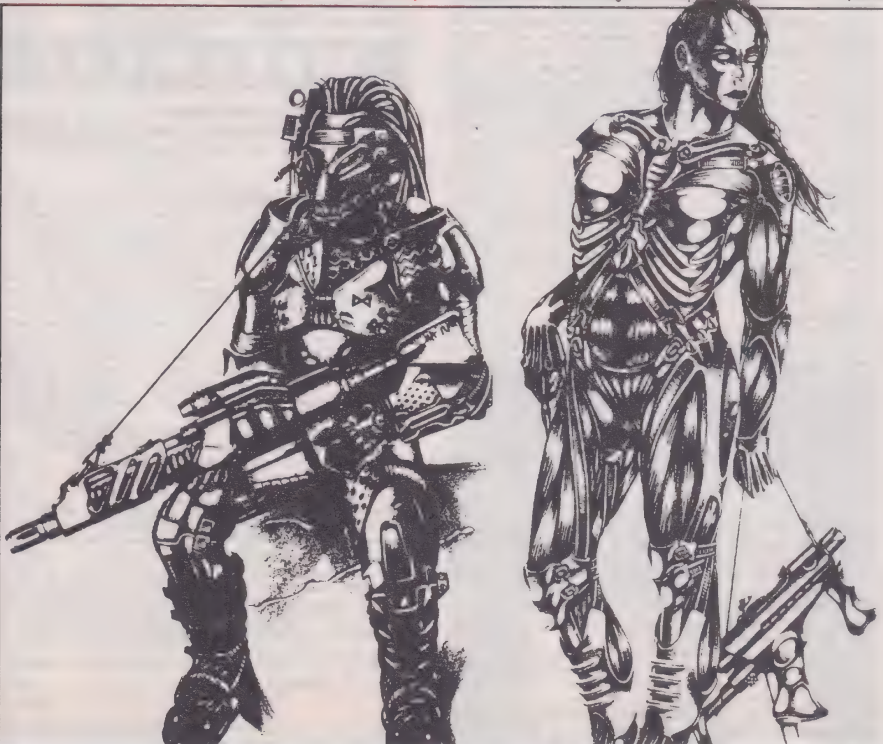
**TALES OF THE FLOATING VACABOND** Synopsis - the drags of the multiverse converge on a disreputable stellar-pub to consume vast quantities of strange beverages. Contains all the necessary rules & campaign background, plus an adventure. Features time travel, spells & dimensional travel! \$25.00

## TEENAGE MUTANT NINJA TURTLES

**SCI-FI** OK kids - you've seen the TV series, read the comics, bought the toys, drank the TMNT cordial, eaten the TMNT frozen pizza, seen both films - now get the RPG! By Palladium.

**TEENAGE MUTANT NINJA TURTLES** 120 page softcover book containing all the necessary rules & background, plus mutations, organisations, bio-energy, psionics, animal powers, oriental weapons, modern firearms, and five adventures! Produced by Palladium. \$30.00

**Mutants in Avalon** Features 18 new mutant animals, plus rules for Druids and magic. With adventures and a guide to post-Holocaust Britain





# 12 - Role Playing Games

## TORG

**SCIENCE & SORCERY** Earth is invaded by hostile entities, each with a legion of minions and their host realities. A hellish jigsaw of warped realms thus disfigure the world. **By West End Games.**

**TORG** Box set with a 144 page rulebook, a 48 page Adventure Book, an 80 page Workbook, and 150 action-drama cards to spice up combat. This is roleplay based on dramatic, exuberant participation. \$50.00

**Central Valley Gate** A Californian town has held at bay persistent attacks by the Living Land, Nippon Tech & Tharkold realms, now occult Wizards from Orrosh have added a Gate to their problems. \$18.00

**Creatures of Aysle** An illustrated bestiary of 60 beasts from the fantasy realm, deadly denizens and myths made flesh. 128 pages, including Black Unicorns, Dementals, Possibility Leeches, et al. \$27.00

**Character Template Book** A collection of pre-generated characters. Includes Aysle sorcerers, Nile heroes, Orroshan shape changers - in all, 60 pregenerated character templates. \$25.00

**Creatures of Orrosh** A morbid menagerie of foul creatures from the horror realm, includes the Bad Dream, Feral Furs, Headless Striker, Kiljoys, the Rotary Mower of Doom, Screaming Blue Murder, Possessed Marsupials, Sower Tendrils, Skull Worms & the Teddy Bear of Doom! 128 pages. \$27.00

**Crucible of Pain** Storm Knights battle their way through mini-verses of the six major realms, trying to save a core-Earth girl from a sadistic scientist's experiments. \$22.50

**Cyent Screen and Other Tales** Six separate and complete adventures, each set in a different realm - the Cyberpacy, Orroshan, Nippon, Living Land, Aysle and the Nile Empire. \$20.00

**Delphi Council Workbook Vol. 1** The Near Now of Core Earth, Storm Knights and Delphi partisans must stop the High Lords from stripping the world of its precious possibilities. \$27.00

**Destiny Map** First module in the Relics of Power trilogy. An artifact of great power must be retrieved from an archeological dig in the Living Land. \$20.00

**Forever City** An artifact must be stolen from its guardians and taken to a ruin in the Tibetan mountains. This adventure pits the players against cybernights, gods, and a hideous agent from the 5th realm. \$18.00

**Full Moon Draw and Other Adventures** Six 10-page adventures set in various realms. \$20.00

**Gaunt Man Returns** A super-adventure that involves the Ilmound Keep, a Nile archaeological dig, and other places of dread that all lead to a confrontation with a powerful Orroshan nightmare. Now returned, the Gaunt Man employs Storm Knights to stop a rebellious servant. \$25.00

**Godnet** Enter the Holy Inquisition's cyberpace Matrix - the Cyberpacy's telecommunications network. An extra dimensional realm of neon data where cyberdeck programs are the keys to power. \$22.50

**High Lord of Earth** Earth's Darkside Deceiver has been discovered. Storm Knights must face ritual murders, cultists, dark gods, and their desires as a new Lord tries to join the Possibility Raiders. \$20.00

**Infiniverse Update** Reveals TORG history since the invasion. Features realm updates, new stela maps, dispatches, rumors, 2 mini-adventures, plus new character templates. 128 pages. \$27.00

**Infiniverse Update II** Features new realm maps, new adventures, new characters, new developments in the Possibility Wars. 128pp. \$27.00

**Kanawa Personal Weapons** The Kanawa Corp's Arms Division makes sure Storm Knights outgun their enemies, no matter what! A 33 page catalogue of man-portable destruction. \$22.50

**Kanawa Heavy Weapons** Hachiman Arms Division catalogue - covering everything from Aysle steam cannons & 110-ton breech-lock naval guns, to brutal fuel-air bombs & galling lasers. \$20.00

**Kanawa Land Vehicles** Details on everything from cable & hovercraft, to tanks & trucks. \$20.00

**Land Below** Trapped within the Earth's core there exists a pocket realm, a vast confusing labyrinth wherein prowls twisted creatures, and where resides the powerful Eternity Shard. \$22.50

**Los Angeles Citybook** The City of Angles has become an unwilling host to Tharkold technodemes and Nippon Ninja. 128 pages, detailing locations, templates, adventure hook, & a risqué cover. \$27.00

**Nippon Tech Sourcebook** The mysterious, secretive realm of Nippon is protected by its vast wealth, futuristic technology, plus an army of high-tech samurai & ninjas. 128 pages. \$30.00

**No Quarter Given** Adventuring in Indonesia as two groups of Storm Knights are drawn to Orrosh by parallel lines of fate. Puppets of the Gaunt Man by their hearts, their minds, their fears, and their lives. One group may live, but the other must surely die... \$20.00

**Operation: Hard Sell** The realms of Nippon Tech and Baruk Kaah's primitive Living Land struggle for ultimate control of America's West Coast. \$20.00

**Pixaud's Practical Grimore** A 96 page supplement that features 150 new spell descriptions, a revised magicks system, a comprehensive spell index, plus practical tips for both players & GMs. \$25.00

**Queenewrath** The Queen of Aysle seeks assistance from some heroic Storm Knights to help her in a difficult quest against the Cyberpacy and the evil Lord Uthorion. \$20.00

**Ravagers** Describes the Gaunt Man's awesome lieutenants - winged reptilian creatures from a dying world battered by volcanoes & constant storms, who are able to steal precious possibility energy. \$25.00

**Storm Knights' Guide to the Possibility Wars** Features an extended background generation system plus new spells, abilities, spells, miracles, equipment, eternity shards, etc. 96 pages. \$27.00

**Temple of Rec Stalek** In the Near Now realm eidolons & undead stalk humans for sacrifices to appease the newly risen eidolon god of death, who in turn must slay the High Lord Baruk Kaah. \$22.50

**Tharkold Sourcebook** The demonic Tharkold created in Los Angeles a techno-horror realm. With rules for technomagic, occulttech, nanovirus resurrection, ganglives, & new creatures. 144 pages. \$30.00

**Tokyo Sourcebook** Enter a world of shadows, where nothing is as it seems and death lurks around every corner. Welcome to the city of Tokyo, seat of power for 3327 and the realm of Nippon Tech, where ninjas haunt the darkness and the fate of a reality is sealed beneath the harsh lights of the Ginza. New templates, locations, maps, adventures. \$30.00

and an Orroshan Nightmare seize control of a portion of the Godnet to use it against the Cyberpacy itself. \$20.00

### TORG NOVELS - \$7.50 each

1. Storm Knights
2. Dark Realm
3. Dragons Over England
4. Out of Nippon
5. Mysterious Cairo

## TRAVELLER THE NEW ERA

**SCI-FI** Following the chase of the rebellion, civilization is ready to re-awaken. Adventurers take to the stars as they struggle to re-explore and re-unite the old Imperium. **By GDW.**

**TRAVELLER: THE NEW ERA** A 384 page softcover book, with a character generation system with over 400 careers and 100 skills. A fast simple combat system. Innovative starship combat rich with tactical detail.

**DELUXE TRAVELLER: THE NEW ERA** Special boxed version of the game, containing Traveller: The New Era RPG, the book *Fusion & Steel*, a 16 page errata booklet, new pages 75 & 76, two player aid cards, 2 DM aid cards, a full map of the Diaspora Sector, 3 dice. \$70.00

**Arrival Vengeance** The domain of Deneb has been isolated from the Imperium for years, an Archduke dispatches an Azanti High Lightning cruiser with a hand-picked crew to discover what's happening. \$16.50

**Assignment: Vigilante** Set in the desolate Diaspora sector after the collapse of the Imperium, the mercenary crew of a star fighter battle against pirate raiders. Includes 2 adventures & ship plans. \$10.00

**Astrogator's Guide to the Diaspora Sector** Once the battleground where 4 separate starfleets fought for supremacy, Diaspora is now a haven for mercenaries, free traders, and fugitives. \$12.00

**Brilliant Lances, Traveller Starship Combat** The much awaited starship combat rules for Traveller the New Era. It includes vector based movement system, detailed hit location and damage resolution, all the weapons systems, extensive ship ratings, including both New Era and pre-collapse warships, complete starship design rules, usable with this complete game and the RPG. Has three space maps, technical booklet, control panel pad, rules, player aid cards, 2 sheets of color cuts. \$60.00

**Fire, Fusion, & Steel** 160 page book that contains shipsters, aircraft, & vehicles, with almost infinite variations, such as fusion-powered grav tanks to light airships, armored starcruisers to ornithopters. You can choose different power plants, jump drives, there is a heap of cybernetic options, & rules & data that allows you to design small arms, cannons, gauss weapons, plasma or missile guns, etc. \$32.00

**Player Forms** A book full of player record sheets. \$15.00

**Rebellion Sourcebook** Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps. \$15.00

**Referees Screen** Standard GM screen to aid play, along with an 8 page adventure introducing a pocket empire, the Covenant of Sulren - once you've met Vrus, grasshoppers & mice don't scare you anymore. \$18.00

**Smash & Grab** More details later. Due Feb. \$40.00

**Survival Margin** 104 page book giving the history from the 1116 assassination of Strephon to the 1130 release of the final weapon - the Virus. The history of the destructive, suicidal electronic Al Virus is then given in detail, & there is an overview of the Star Vikings. \$22.50

## TWILIGHT 2000

**SCI-FI** A Mid East war ignites a nightmare conflagration in Europe. Massive armies collide, and each is bludgeoned to a standstill, amid this madness the final option begins. **By GDW.**

**TWILIGHT 2000 Version 2.2 Boxed Set** The rules have been updated to match those in Traveller the New Era. Europe's nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics. Contains the rulebook, 2 tactical maps & 10 mini-adventures. \$45.00

**TWILIGHT 2000 Version 2.2 Rulebook** The rules have been updated to match those in Traveller the New Era. Characters can be any nationality and have non-military backgrounds. The whole global environment has become more chaotic and fragmented. 280 pages. \$35.00

**American Combat Vehicle Handbook** 104 page sourcebook detailing over 60 weapon systems, from MBTs & APCs, to hovercraft & FAVs. Includes the US Army Order of Battle before & after WW3. \$18.00

**Bangkok** 104 page campaign sourcebook for Thailand. Describes its geography, culture, politics, armies, criminal organisations and more. Includes adventures. \$18.00

**Eastern Europe Handbook** Due? \$22.50

**Gazetteer** Merc 2000 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With backgrounds, scenarios, maps, etc. 64 pages. \$25.00

**Heavy Weapons of the World** Illustrated guide to towed and man-portable heavy support weapons - from mortars, tube artillery, rockets, air defense systems, special weapons, and more. \$22.50

**Infantry Weapons of the World** Covers 220 different weapons (from WW1 to WW3): pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages. \$22.50

**Merc: 2000** A complete, variant-history RPG where mercenaries are hired by the world's multi-power to eliminate terrorists & sabotage industries. This can also be used as a supplement for Twilight 2000. 120 pages. With character generation, global politics, weapons, etc. \$30.00

**NATO Vehicle Guide** Extensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc. Includes military organisation after the war. \$20.00

**Neutral & Aviation Handbook** Record sheets for small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) & helicopters (gunships, transports & tank-busters). 154 pages. \$22.50

**Operation Crouching Dragon** An adventure set on an island in the South China Sea. \$13.50

**Referees' Screen** Standard product - a DM's prop with lots of important-looking charts & tables. \$12.00

**Soviet Combat Vehicle Handbook** A 104 page guide to Russia's vast military arsenal, this includes everything from MBTs, APCs, giant hovercraft, SP artillery, missile launchers, etc. \$18.00

**Special Operations Handbook** Merc: 2000 sourcebook on global covert-operations organisations and Special Forces with links to mercenary operatives, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and twelve scenarios. \$22.50

**Twilight Nightmares** 10 exotic scenarios for Twilight 2000 & Merc 2000. Includes a battle with a crashed UFO's zombie occupants, a terrifying encounter with a squad of experimental combat droids, a quick dinner engagement with bio-technologically resurrected dinosaurs, and more! 104 pages. \$18.00

## VAMPIRE

**HORROR** A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. **By White Wolf.**

**Vampire 2nd Ed. Hardback** Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. "Its atmosphere is stark, exotic & brooding, but with an underlying sordid sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kinetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. \$50.00

**Alien Hunger** A jumpstart kit designed to give beginning characters a quicker start. Includes an adventure based on the transformation from human to vampire, and a guide to gothic-punk Denver. \$22.00

**Ashes to Ashes** Ordered by Modius, the Prince of Gary, to present themselves to Lodin, Prince of Chicago, a group of neonates find themselves shoved headlong into a maelstrom of Kindred intrigue. Includes an advanced Storytelling concept - the Villain's Backstab. \$25.00

his time to arise, unless the Kindred get his essence first. \$22.00

**Awakening: Diablerie** England introduces Blood Justice, the way vampires treat those who feast on their own kindred. You are also taken to England, to learn the true horrors of diablerie. \$20.00

**Berlin By Night** Sourcebook on you guessed it - Berlin. Due? \$30.00

**Blood Bond** Characters learn of the strength of the blood bond, an obsession none can resist, whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. \$18.00

**Book of Nod** Pocket sized book that contains the records of the birth of the undead, so has invaluable insight into vampire origins, etc. \$18.00

**Book of the Damned** An intro to the Vampire world, it presents new material and important information from the rulebook. \$12.00

**Chicago by Night 2nd Ed** Campaign accessory exploring this divided city that teeters on the edge of chaos. With Kindred NPC descriptions, maps, character interaction charts, over 100 encounters. \$35.00

**Children of the Inquisition** From the flames of the Inquisition sprang two warring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. \$35.00

**Clan Book: Brujah** History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. \$20.00

**Clan Book: Gangrel** How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. \$20.00

**Clan Book: Malkavian** An extremely warped Clan, whose members are all insane (as is this book. The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. \$20.00

**Clan Book: Nosferatu** The most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. \$20.00

**Clan Book: Toreador** Think it could be a Spanish clan? April. \$20.00

**Clan Book: Tremere** 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. Due April. \$20.00

**Dark Colony** New England, legendary home of witches and the like, is invaded by a third power, to add to the Camarilla-Sabbat war. \$30.00

**Milwaukee by Night** Details this city where the Anubis's strength is waning, while salivating packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pages. \$25.00

**New Orleans by Night** Sourcebook with an adventure. May. \$35.00

**Player's Guide 2nd Ed** Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. \$45.00

**Player's Guide to the Sabbat** History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. \$30.00

**Storyteller's Handbook 2nd Ed** Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. \$35.00

**Storyteller's Screen** Includes a 16 page story-adventure: Blood at Dawn. \$20.00

**The Masquerade** A spin off from Vampire, there is no table or dice involved in this complete live role-playing game. It is a boxed set that contains Character and Story Books, the *Book of the Damned*, cards, and other accessories. \$75.00

**The Succubus Club** Details the most notorious, extravagant nightclub in the Chicago Rack, where mortal vessels are easily obtained. Includes 6 complete one-chapter stories. \$35.00

**Tim Bradstreet Portfolio** A folio full of art prints. \$30.00

**Vampire GM Screen** Usual stuff. \$22.00

## WARHAMMER

**FANTASY** A gothic world based on mediaeval Europe, but with a dark fantasy background. Chaos stalks society, corrupting whoever has the misfortune to face it. **By Games Workshop.**

**Warhammer Fantasy Roleplay** 368 pg softcover with 4 PC races, 63 careers, 133 skills, 7 types of magic, 156 spells, 21 details, 106 creatures, history & details of the campaign world, coinage & costs, travel, Fate Points, traps, disease, poison, insanity, alignment, critical hits, hand-to-hand combat, etc. \$55.00

**Blood Darkness** \$24.00

**City of Chaos** \$45.00

**Empire in Flames** \$45.00

**Warhammer Adventure** \$45.00

**Warhammer Character Pad** Player record sheets. \$20.00

## WEREWOLF

**HORROR** Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wrym. **By White Wolf.**

**WEREWOLF 2nd Edition** Completely revised for the best clarity, with improved combat rules fully usable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictographic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. Due May. \$55.00

**Book of the Wrym** Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. \$30.00

**Drums Around the Fire** More details later. \$16.00

**Monkey Wrench:** Pentex A guide on how to attempt to ruin Pentex's plans, destroying construction sites, hacking into its computers, and everything else needed to put this part of the Wrym's corporate arm out of business. Due June. \$30.00

**Rage Across New York** The Wrym has extended its corruption across the world, but especially in New York. The Garou will contain their rage no longer, and the battle is on. \$25.00

**Rage Across Russia** An ancient, evil vampire has arisen since the fall of the Iron Curtain, & the Garou are hard put to stop him. \$30.00

**Rage Across the Amazon** The servants of the wrym are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecrocodiles, etc. 120 pages. \$30.00

**Rite of Passage** Adventure from the depths of the Northwest Territories in Canada to the wilds of Central Park in Manhattan. \$20.00

**The Werewolf Players Guide** A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klave dueling and the Garou martial art of Kallindo, etc. \$35.00

**Under a Blood Red Moon** Werewolves decide to take on the Vampires in Chicago. \$27.00

**Umbra: Velvet Shadow** The places, spirits, and cosmology of the Garou spirit world. \$30.00

**Valkenburg Foundation** Five complete stories where players aid the Foundation searching for and retrieving lost aspects of the Wrym. \$25.00



# MAGIC

## The Gathering™

**Name of Card:** Each card has a unique name used to identify it in gaming and collecting circles.

**Illustration:** High-quality color art from over two dozen artists nationwide. Each artist's style broadens the set's diversity without destroying the overall unity of the series.

**Card Type:** Cards are grouped by color for easy identification during play.

**Card Description:** Provides special rules for each card, or adds descriptive elements to enhance game play.

**Playing Cost:** Lists the price to bring this card into play.

**Graphic Design:** The visual effect of the cards has been designed very carefully. Each of the seven card types has a unique design, though they all share a similar three-dimensional appearance.

**Power and Toughness:** Only creature cards have these stats. The numbers describe the offensive and defensive strengths of the creatures.



**Magic: The Gathering** is the hottest game in both the USA and Australia - all orders for the products are sold out at least three months ahead of the printing schedule.

**Magic: The Gathering** is a collectable trading card game from **Wizards of the Coast** and **Garfield Games**. There are over 300 cards currently in the series, and many new ones to come. Some cards are fairly common, some are uncommon, and some extremely rare. You'll have your own unique deck, but so will your opponent. The game is a 2 person card game in which the cards in your deck represent the lands, creatures, spells, and artifacts at your disposal. When you play the game, you pit your deck against your opponent's deck in an arcane duel, and the winner takes one random card to keep from the loser's deck. Over time, your deck will grow and shrink: it will have weaknesses you can try to fix by winning the correct games, and strengths with which you can barter between games. Be wary when playing new opponents, they may very well have new cards and artifacts you've never seen before, and use tactics you're never seen. To play the game you need two decks of at least forty *Magic* cards each player, and at least 20 counters for each player to represent life points. A complete game of *Magic* is called a *duel*. A *set* is won by the first player to win three duels. A *match* is the best of two or three sets. Game play includes laying down terrain cards, summoning creatures, casting spells, tapping and untapping cards, and collecting mana with which to perform certain actions.

- WIZ Magic: The Gathering**
- Unlimited Starter Deck with 60 cards (Revised)** Due early May **\$17.50**  
A random assortment of 60 cards, containing a minimum of 2 rare cards and a minimum of 2 uncommon cards. Each person needs at least 2 of these decks to play
  - Unlimited Booster Pack with 15 cards (Revised)** Due early May **\$5.50**  
A random assortment of 15 cards, with at least one rare card and random common and uncommon, & limited numbers of Antiquities and Arabian Nights Cards. To get almost the entire set of cards, buy a whole display of 36 packs, 540 cards **\$178.00**
  - Legends Pack with 15 cards** Due late May **\$5.50**  
There are over 300 new cards possible in this set. To guarantee that you will get almost the entire set of cards, buy a whole display of 36 packs, 540 cards. **\$178.00**
  - The Dark Pack with 8 cards** Due Late July **\$3.25**  
There will be 70 - 90 new cards in this series, and you get 8 cards per pack



# Wargames

## COLOR CODE

■ New Item Now Available and In Stock

■ New Item Not Yet Released

## COMPLEXITY KEY

### Basic Games

(Introductory level)

### Intermediate Games

(Still good for beginners)

### Advanced Games

(For veteran gamers only)

### Master Games

(Too many rules & no spare time!)

## COMPANY CODES

ADG Australian Design Group  
COA Clash of Arms  
EMS Engelman Military Simulations  
GAM Games Workshop  
GMT It's not Get More Tanks!  
IRO Iron Crown Enterprises  
LEA Leading Edge Games  
OME Omega Games  
STE Steve Jackson Games  
SUP Supremacy Games  
TGI The Gamers Inc  
3W World Wide Wargames

AH Avalon Hill  
COM Command Mag (XTR Corp.)  
FAS FASA Corp.  
GDW Game Designers Workshop  
GRD Games Research & Design  
JED Jedko Games  
MB Milton Bradley Games  
SDI Simulation Design Inc.  
S&T Strategy & Tactics Magazine  
TAS Task Force Games  
VIC Victory Games  
WES West End Games

## BEGINNER'S GAMES

### JED BASIC TRAINING

An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to show-case strategy options. Features a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. **\$1.00**

### JED BEGINNER'S GUIDE TO STRATEGY GAMING

A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) **\$3.00**

### JED FIELD MARSHAL

A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. **\$20.00**

## ACCESSORIES

### JED POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. **\$0.65 each**

### JED GEM DICE

More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.00 each**

### JED SPARKLE DICE

Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25 each**

### JED PEARL DICE

Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **\$1.25 each**

### KOP GLOW IN THE DARK 6 DICE SET

For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. **\$12.95**

### CHX ELEMENTAL DICE

These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals*, *Sea Elementals*, *Fire Elementals*, *Earth Elementals*. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens 10s (10 sides showing 10, 20, 30 etc.) Each set of 7 - **\$12.95**

### AH AVALON HILL COUNTER TRAY

A clear plastic counter tray with lid and dice-wells for forgetful gamers! **\$4.50**

### WES WEST END COUNTER TRAY

Same as above, more sturdy in design with more counter space but no dice wells. **\$5.00**

### ARM HEX PAD

Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. **\$5.00**

### JED COUNTER SHEETS

896 half-inch card counters in the following colours: pale green, light blue, pink & gray. **\$10.00**

### WEL MAGTAGS - Adhesive Magnets (100 x 4cm x 2cm)

Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an *element* of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **\$8.00**

### ARM Magic: The Gathering Life Points - 25 Glass Stones

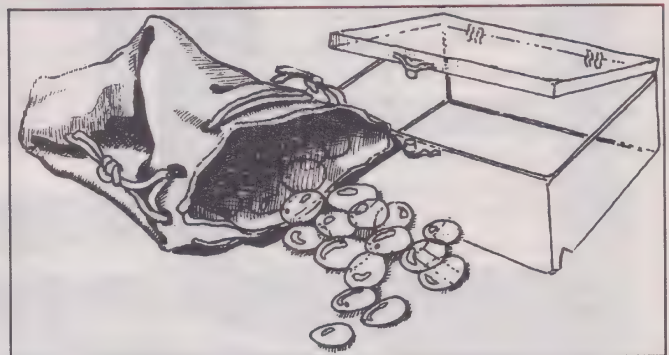
25 Transparent glass stones in a plastic tube. Colors available are ruby, emerald, sapphire, citrine, amethyst and aquamarine. **\$4.50**

### ARM Magic: The Gathering Life Points - 20 Glass Stones & Pouch

20 Transparent glass stones a cloth pouch to keep them in. Colors available are ruby, emerald, sapphire, citrine, amethyst and aquamarine. **\$6.50**

### ARM Magic: Life Points - 30 Glass Stones, Pouch & Card Holder

30 Transparent glass stones, a cloth pouch to keep them in, and a Deluxe Hinged 100+ plastic card holder. Colors of stones available are ruby, emerald, sapphire, citrine, amethyst and aquamarine. **\$7.50**



### CHX CHESSEX VINYL GAMEMATS

The following Vinyl gamemats are printed with a variety of hex and square patterns. They are designed for use with water based overhead projection pens, which can be wiped straight off. All maps are flexible and can be rolled up.

CHX96047 Crystal Battlemat with 1" squares - 23.5" x 26"	<b>\$22.50</b>
CHX96067 Crystal Battlemat with 1" hexes - 23.5" x 26"	<b>\$22.50</b>
CHX96068 Crystal Battlemat with 1" numbered hexes & LOS dots - 23.5" x 26"	<b>\$22.50</b>
CHX96144 Opaque Battlemat with 21mm squares - 23.5" x 26"	<b>\$22.50</b>
CHX96147 Opaque Battlemat with 1" squares - 23.5" x 26"	<b>\$22.50</b>
CHX96162 Opaque Battlemat, 16mm numbered hexes, LOS dots - 23.5" x 26"	<b>\$22.50</b>
CHX96164 Opaque Battlemat with 21mm hexes - 23.5" x 26"	<b>\$22.50</b>
CHX96167 Opaque Battlemat with 1" hexes - 23.5" x 26"	<b>\$22.50</b>
CHX96168 Opaque Battlemat with 1" numbered hexes, LOS dots - 23.5" x 26"	<b>\$22.50</b>
CHX96170 Opaque Battlemat with 33mm numbered hexes - 23.5" x 26"	<b>\$22.50</b>

CHX97869 Black Megamat with 30mm numbered hexes, 34.5" x 48"	<b>\$55.00</b>
CHX97144 Opaque Megamat with 21mm squares - 34.5" x 48"	<b>\$55.00</b>
CHX97147 Opaque Megamat with 1" squares - 34.5" x 48"	<b>\$55.00</b>
CHX97148 Opaque Megamat with 1/4" squares with 1" marking lines - 34.5" x 48"	<b>\$55.00</b>
CHX97162 Opaque Megamat, 16mm numbered hexes, LOS dots - 34.5" x 48"	<b>\$55.00</b>
CHX97164 Opaque Megamat with 21mm hexes - 34.5" x 48"	<b>\$55.00</b>
CHX97167 Opaque Megamat with 1" hexes - 34.5" x 48"	<b>\$55.00</b>
CHX97168 Opaque Megamat with 1" numbered hexes, LOS dots - 34.5" x 48"	<b>\$55.00</b>
CHX97170 Opaque Megamat with 33mm numbered hexes - 34.5" x 48"	<b>\$55.00</b>
CHX97000 Crystal Megamat - blank 34.5 x 48"	<b>\$22.50</b>
CHX97047 Crystal Megamat with 1" squares - 34.5" x 48"	<b>\$45.00</b>
CHX97062 Crystal Megamat with 16mm numbered hexes, LOS dots - 34.5" x 48"	<b>\$45.00</b>
CHX97067 Crystal Megamat with 1" hexes - 34.5" x 48"	<b>\$45.00</b>
CHX97068 Crystal Megamat with 1" numbered hexes with LOS dots - 34.5" x 48"	<b>\$45.00</b>
CHX97647 Blue Megamat with 1" hexes - 34.5" x 48"	<b>\$55.00</b>
CHX97667 Blue Megamat with 1" squares - 34.5" x 48"	<b>\$55.00</b>
CHX97668 Blue Megamat with 1" numbered hexes with LOS dots	<b>\$55.00</b>

## ANCIENT ERA

### 3W ANCIENTS I

A low complexity tactical-level system, the mechanics of which are unknown at this point in time. However, I can tell you that it contains 32 scenarios (I), six 8.5"x11" maps, plus 200 counters including Hittites, Egyptians, Assyrians, Spartans, Persians, Macedonians, Romans, Carthaginians, Ancient Britons, Goths, Saxons, Vikings, Normans, Crusaders, Muslims, Mongols, English, Scots and French. Features high solitaire suitability. Great counters. **\$50.00**

ALI BRITANNIA



Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" map-board. **\$60.00**

## AH CIVILIZATION

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 2500BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth and build cities which in turn attract commerce, this trade between empires fosters social & technological growth. **\$85.00**

### ADVANCED CIVILIZATION

Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! **\$65.00**

### TRADE CARDS

50 extra cards as included in the original game. **\$10.00**

### WESTERN EXPANSION MAP

22"x11" mapsheet extension & African/Iberian AST. **\$16.00**

## S&T165 CAESAR IN GALLIA

Covering Caesar's conquests in Gaul from 58 - 51 BC. He defeated several coalitions of Gallic tribesmen, repelled a German invasion, and went on to establish Gaul as a chief Roman province. The game can be played with two or three players, or by two teams of players. You play either Caesar or Vercingetorix, as you pit the Legions against hordes of barbarians. The map includes Alesia, Britain, part of northern Africa, and extends east to the border with Germany. Rules include recruiting, different Gallic tribes, leaders, basic and advanced rules, back printed counters to allow for fog of war, Gallic Tribal Council rules, etc. 220 counters & map. **\$25.00**

## S&T162 CLONTARF 1014 and SAIPAN 1944

An S&T magazine containing two games. The first is Clontarf in 1014 AD, where an army of Irish defeated a Viking army at a spot just north of the Irish town of Dublin, a battle which marked the beginning of the end of Viking influence in Europe. 100 double sided counters represent axemen, leaders, slingers, and swordsmen. Units have melee attack, defense, & missile factors, and movement points. Saipan features a map of the whole island, and the US marines, army, and the Japanese who resisted them. Covers naval action as well as air and ground. **\$20.00**

## COM CORTES

This is a two player simulation covering the three month siege of Tenochtitlan, the climatic battle for control of Mexico in 1521 AD. One player leads Hernando Cortes, commanding the Spanish forces & their Indian allies, while the other player commands the Aztec army of 160,000. The Spanish have a small number of gunboats, cannon, cavalry, and foot, whereas the entire Aztec army can take to the lakes in their small canoes. Additional rules include Aztec sacrifices to reduce Spanish morale, temple desecrations, Fog Of War, etc. **\$15.00**

## 3W CROSSBOWS AND CANNONS

A Renaissance quad game highlighting the gunpowder evolution of warfare. The battles are: Pavia 1525 (France vs. the Holy Roman Empire for control of a city), Garigliano 1503 (In Italy the Spanish army of Cord-ovo surprise the festive French), Ravenna 1512 (the Spanish-Papal army discover the ruthless efficiency of French artillery), and Bicocca 1522 (Swiss mercenaries, who were the world's best pike units, lose their hard won accolades to Spanish firearms). Contains 400 counters & two double-sided 22"x17" maps, with easy period mechanics that include melee combat, unit facing, skirmishers, etc. **\$45.00**

## 3W CROSSBOWS AND CANNONS II

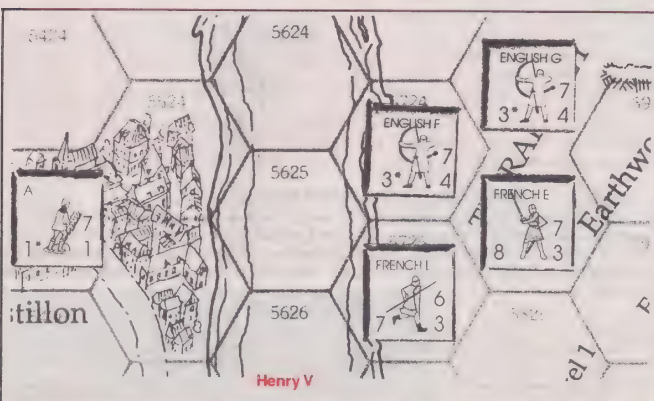
More battles in the early Renaissance era. Contains 400 counters, four maps, rules, & reference sheets. Can be played with two players or is very suited to solitaire play. The command system is specially designed to recreate the problems experienced in those days. There are four scenarios, each taking 2 - 4 hours, and include *Pinkie*, a clash between the Scottish & English in 1547; *Fornovo*, where the French fought the Italians in 1495; *Cerignola*, a vicious clash between French and Spaniards in 1503; *Novara*, where a Swiss army uses all its skills against the French. **\$45.00**

## GMT GREAT BATTLES OF ALEXANDER 2nd Ed

This game has been redone to upgrade it to SPQR rules. The counters are the same as before. The game recreates the rather one-sided battles of Chaeronea 338BC, The Granicus 334BC, Issus 333BC & Arbela-Guagamela 331BC. Each can be combined to form a single campaign. Quite suitable for solitaire play. The components feature 600 counters and four 22"x34" maps (60 meters per hex). The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. An Ancients gamer's delight! **\$85.00**

## WWW HENRY V

Four battles from the 100 Years War. It includes Henry's greatest victory - Agincourt, where a small force of English - all with sick and weary, defeated a French force many times their size. 10,000 French died to around 500 English. The other three battles are Patay, Formigny, and Castillon - which saw the rebirth of the French army, and capture of the English lands in France. These were the battles which laid the groundwork of the modern French State. Each battle is more than a clash of arms - it is also a clash of different military systems and weapons. With 4 17" x 22" maps (of good quality), 400 colorful counters, record sheets for units taking hits, etc. **\$50.00**



## WES IMPERIUM ROMANUM II

bious invasion, road building, foraging, baggage trains, sieges, deforestation, morale, rebellions, political factions, plunder, pirates, militia, random events, divine intervention, and more! 800 counters represent Legions, Fleets, cavalry, artillery, engineers, etc. A 22"x51" map (50 miles per hex) covers the ancient world from Britannia to Parthia. **\$85.00**

## GMT JULIUS CAESAR

Volume 4 in the Great Battles of History series. It will include 6 battles of Caesar from the Roman Civil War period, and beautiful SPQR style counters. Rules will be comprehensive. More details later. Due May. **\$85.00**

## AH KINGMAKER

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkmanship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. **\$55.00**

## GMT LION OF THE NORTH: Gustavus II Adolphus 1631

At last! A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Smoothbore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery barrages, new shock rules to simulate the combined power of shot and pike. The two battles are *Breitenfeld*, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And *Lutzen*, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. **\$60.00**

## AH NEW WORLD

2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. **\$45.00**

## VIC PELOPONNESIAN WAR

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes!) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. **\$75.00**

## AH REPUBLIC OF ROME

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! **\$85.00**

## COM SHOGUN TRIUMPHANT

For years I've been trying to find out what actually happened at the Battle of Sekigahara, where Lord Tokugawa unified Japan under his rule. The movie *Shogun* stopped just before the battle, and the five novels on *Mushashi* started just after the battle. I've looked in book after book, but found nothing of any substance - until I read this magazine/game. At last - someone reports the battle preparation, the belligerents present in each army, how they deployed for battle, and what actually happened in the battle. The game includes 160 counters plus a map, and faithfully recreates this epic battle, in which Tokugawa successfully out-thought his opponents. **\$18.00**

## AH SIEGE OF JERUSALEM

In 70AD four Roman legions marched against an imposing, multi-walled Zealot city. Armed with an array of towers, rams and artillery, their task was to breach its defenses before they themselves were exhausted by attrition. Although the Romans were a superior force, their engineers faced a seemingly impregnable fortress. Contains a 34"x48" city mapsheet (50 meters per hex) & 696 counters (200 men per unit). **\$80.00**

## GMT SPQR - THE ROMAN ART OF WAR

Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpions. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedon on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 baout counters. Has high solitaire suitability. **\$85.00**

### WAR ELEPHANT

A module for SPQR that recreates the period of the Successors following sometime after Alexander's death, until their defeat by Rome. Time period is 217 - 190 BC. Contains approx 400 counters, which provide troops for Tralles, Carian, Thyssian, Crete, Cyrtian, Syrian, Cappadoc, Elymaen, Ptolemaic Egyptians, Athenian pikes, Persians, Judeans, Roman allies, Seleucids, etc. The two battles are *Raphia*, in 217 BC between Antiochus' Seleucids invading Ptolemaic Egypt, and *Magnesia*, in 190 BC, a battle between Rome and the Seleucids. **\$30.00**

### CONSUL FOR ROME

Two new battles for the era of the Roman Republic. Includes a large double sided map, errata, & a 12 page rule book, that describes the two battles. One is *Trebbia*, in 218 BC, which is the first major battle of the Second Punic War, between Hannibal & Consul Sempronius leading the Roman legions. The 2nd battle is *Metaurus*, 207 BC, where Rome sealed Carthage's doom. **\$27.00**

### PYRRHIC VICTORY

Two more battles for SPQR. First is *Heraclea*, 280 BC, where Pyrrus of Epirus used elephants against Republican Rome (who had never seen them before). The other is *Ausculum*, in 279 BC, the result being "If we defeat the Romans in one such more battle, we shall be totally ruined." Includes two large maps and rule/scenario booklet. **\$27.00**

## S&T161 SUCCESSORS 320 - 205 BC

An excellent fast moving campaign game of the Successors to Alexander the Great. Players each control one of the four Successor states, and the goal is to build the largest empire. The map contains provinces, and covers the whole Middle East and Mediterranean areas from Greece to India. Unit types are leaders, infantry, cavalry, levy, elephants, and fleets. One excellent aspect is the event table, which allows anything to happen from revolts, Gallic invasions, to increased revenues and lucky treaties. Includes 240 cute counters & large map. **\$20.00**

## 3W THE CRUSADES



# 16 - Wargames

Emir of Mosul), Ascalon 1099 (the fate of Jerusalem lies at Arsouf where Godfrey's Crusaders clash with the Egyptian Emir's forces), Acre 1189 (King Guy's siege of Acre is interrupted by a relieving force of Turks led by Saladin), and Arsouf 1191 (with Jerusalem in his sights, Richard the Lion Hearted marches on Jaffa with Saladin in hot pursuit). 400 counters & two 17"x22" double-sided maps. Suitable for solitaire play. **\$50.00**

## NAPOLEONIC ERA

### AH EMPIRES IN ARMS

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 huge campaigns. **\$80.00**

### COA KOLIN

The most vicious battle of the Seven Years War, where Frederick the Great and his Prussian army receives a crushing defeat from the Austrians. Based on the *La Bataille* system, this features special command and movement rules that reflect the inflexible and difficult nature of commanding armies compared to those of the Napoleonic era. Has 420 counters, 3 full color 34 x 22" maps, standard and special rule books, separate charts, tables, and historical commentary. May. **\$55.00**

### COA LA BATAILLE DE LIGNY

Napoleon had again taken the Imperial throne of France. Quickly he harnessed the exuberant populace for war, for the Prussians and English were moving against him. Napoleon's armies crossed into Belgium to engage the Prussians, thus denying the central ground to England. The following day Blucher's massive army faced the French Armee du Nord from across Ligny Creek. This game covers the opening battles of the Waterloo campaign at regiment & battalion level. Features the much vaunted new standard rules and very impressive graphics, with four 34"x22" maps plus 840 counters. **\$70.00**

### COA LA BATAILLE DE MONT ST. JEAN

THIS IS NOT A COMPLETE GAME. It is an expansion to be used in conjunction with Ligny & Quatre Bras (see above), allowing players to partake in the epochal clash at the Waterloo battlefield. Components include four 22"x34" maps and an exclusive rulebook. Not recommended for the faint hearted! **\$60.00**

### COA LA BATAILLE DE QUATRE BRAS

When, in 1815, the left wing of the Armee du Nord clashed with Wellington's English & Allied troops for control of a crossroads along the Brussels' highway, Napoleon's dreams of liberty were to be forever decided. Components include a beautiful 32"x22" map and 600 superb counters. All units are rated for type (line, light, guard, elite, skirmish), melee and fire combat, morale, movement, plus range. Recommended for buffs. **\$55.00**

### 3W NAPOLEON AT AUSTERLITZ

3W are starting to put out some high quality games, this being one of them. Featuring a colorful map and 260 counters that contain color pictures of the troop type they represent, this game is an elegant design, with just 9 pages of rules plus 4 of historical background, 2 pages of charts and tables. The game brings out clearly the different uses of infantry, cavalry, and artillery as well as capturing the critical ingredients of leadership and command control. Every significant historical feature from the Fog of War to the Allied problems of co-ordination, is reflected in the game. Has three scenarios plus a complete campaign. High solitaire suitability. **\$35.00**

### S&T163 SEVEN YEARS WAR IN EUROPE 1756 - 1763

A simulation of the war between Prussia and a Coalition of European states, from 1756 - 63. While it resulted into a stalemate, the war consolidated Prussia's dominance of central Europe until its defeat at Jena in 1806. For two players or two teams, the goal is to gain control of as many central European fortress cities as possible without destroying the international balance of power. Contains advanced and standard rules, leaders, discipline and morale, fortresses, recruitment, diplomacy, rules for solitaire play. 200 back printed counters that allow for fog of war, & map. **\$15.00**

### AH WAR AND PEACE

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **\$60.00**

### AH WOODEN SHIPS & IRON MEN

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **\$60.00**

## AMERICAN CIVIL WAR

### VIC ACROSS FIVE APRILS

Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. **\$75.00**

### GDW A HOUSE DIVIDED 2nd Ed.

An excellent introductory-level grand-strategy game, covering this brutal secessionist war from 1861 to 1865, and emphasising strategic goals, lines of communication & accumulative unit combat experience. Contains 160 counters and a 17"x22" mapboard with city/location boxes connected by transportation lines. The rules are informative, and very easy to learn, with advanced & optional mechanics to spice things up. Some Strategy & Tactics hack said "...An incredibly fun game. A must-buy!" - believe him. **\$55.00**

### COM22 ANTIETAM

Lee's Army of Northern Virginia had invaded Maryland and taken Harpers Ferry, but a copy of one of his written orders found by Union forces exposed his plans. On 17th Sept 1862, near the small Maryland town of Sharpsburg, George B McClellan's Army of the Potomac brought the rebels to bay - with the Potomac River at their back and the Antietam Creek to their front. For Lee and his

player, and contains 283 back printed counters, a large map, & lots of background info. **\$18.00**



### COA CAMPAIGNS OF ROBERT E. LEE

A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc. Components include 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed! **\$60.00**

### COM17 GETTYSBURG - LEE'S GREATEST GAMBLE

July 1863: Lee's Army of Northern Virginia, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine *Command Issue 17*, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. *Command Magazine # 17* contains the following articles: Gettysburg, The Next Japanese-American War, Poland '39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics. **\$15.00**

### AH HERE COME THE REBELS

The 2nd game to use the rules in *STONEWALL JACKSON'S WAY*. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. **\$60.00**

### TGI IN THEIR QUIET FIELDS - ANTIETAM

The Confederate campaign in Maryland has failed; the Army of Northern Virginia, depleted by combat losses & stragglers, faces an enemy twice its size. But Robert E. Lee elects to march on Antietam, knowing that the rebel spirit remains undaunted, and therefore the battle is as yet unfinished. A tense simulation containing 560 counters (Brigade scale with 100-man steps), and a 22"x28" map (200 yards per hex). Mechanics include command points, written orders, order acceptance rolls, panic, emergency retreats, command radii, unit facing, extended lines, force marches, stragglers, close combat, artillery supply, etc. **\$50.00**

### COA MISSISSIPPI FORTRESS

A strategic simulation, with tactical combat resolution, that recreates Grant's 1863 campaign to split the Confederacy by capturing the Mississippi River valley. To achieve this goal the Union had to control the central ground between two Rebel Armies, plus capture daunting Vicksburg and Port Hudson. Rules include weather, gunboats, shore batteries, the grueling Vicksburg siege, forced marches, unit stragglers, plus hidden strengths. An excellent game of maneuver and bluff, with clever mechanics, a 17"x22" map and 240 counters. **\$40.00**

### TGI PERRYVILLE - Battle for Kentucky 1862

Recreates Bragg's attempts to take Kentucky in 1862, a move which would have tipped the war in the Rebel's favour. One scenario paints a "what-if" scenario based on an assumption that Bragg had been able to pull in all of the available Confederate sources. Contains revised 2nd edition rules, advanced command rules, detailed morale system, & fast and furious action. Features a stunning 22"x34" map, 280 colorful counters, three scenarios, etc. **\$50.00**

### 3W RAID ON RICHMOND

In 1864 General J. Kilpatrick led a miserable assault on Richmond which failed to achieve anything of substance. Quite uneventful indeed, but his game hypothesises on the vicious urban brawl that could have erupted had Kilpatrick not ignobly fled the field - imagine brazen Union cavalry riding amok in the streets! Includes two 22"x24" city maps highlighting sites of political/military value & 300 counters. Mechanics cover releasing & arming POWs, barricades, commandeering transport, slave evacuation, plus leader capture or executions. **\$35.00**

### AH ROADS TO GETTYSBURG

Part three in the *Great Campaigns of the American Civil War* series, this game covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. Game play includes a command radius, various types of actions, unit activation, etc. **\$75.00**

### AH STONEWALL JACKSON'S WAY

Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. This game will link-up with future ACW releases. Has 520 counters. **\$85.00**

### VIC THE CIVIL WAR 1861 - 1865

A grandiose game that encompasses both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. **\$65.00**



centers, variable troop quality, Southern recruiting practices, et al. This game should feature a 22"x34" map, 600 counters, several short scenarios and a campaign. Optional variants will include such things as British or French intervention! **\$55.00**

**SDI 1862** \*\*  
4 short (about 3 hours) scenarios that stress the problems of command & troop morale. Features - Antietam: outnumbered 3 to 1, can Robert E. Lee & the Army of Northern Virginia outsmart McClellan again? Murfreesboro: the Union marches on Atlanta, and in the process gets soundly walloped by a rebel ambush. Seven Pines: the powerful Army of the Potomac tries to wrest control of Richmond, the Rebel capital. Fort Donelson: U.S. Grant traps the Confederates on the Cumberland River, in the strongest fort in the country. Contains two doubled-sided 17"x22" maps & 400 counters (scale: regiments & divisions). This game is worth \$60.00. **\$40.00**

## WORLD WAR I

**3W ACES HIGH** \*\*  
A popular game whose parent company decided to lay down & die, 3W have now decided it's worth resurrecting. This born-again version is a fast simulation of air-to-air combat using simultaneous movement. 72 different types of aircraft are each rated for speed, armament, damage absorption, flight characteristics, etc. Pilots are rated for marksmanship, endurance, spotting, courage, etc. Includes 100 counters, log pad, landscaped map, etc. **\$45.00**

**S&T164 BALKAN WAR** \*\*  
An operational simulation of the two wars which were fought in the Balkans immediately prior to the First World War. There are two scenarios. In the first, Bulgaria, Serbia, Montenegro and Greece fight the decaying Ottoman empire for control of the Balkans, in which the Turks lost considerable ground before asking for an armistice. In the second scenario, Bulgaria fights its former allies for the spoils obtained in the previous contest. Game mechanics include fog of war, diplomacy which includes special events, Great Powers, POW exchanges, mobilization railroads, amphibious operations, shock values, etc. 240 counters. **\$25.00**

**AH DIPLOMACY** \*  
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! **\$35.00**

**AH DELUXE DIPLOMACY** \*  
A flashy new Diplomacy, with expanded rules presentation, redone single fold mounted mapboard, wooden pieces with unit decals, and wooden pieces with flag decals. Worth this ridiculous price? Don't buy it when your sober...unless we do a special on the price - like the one following. This game is worth \$120.00. **\$70.00**

**ADG FATAL ALLIANCES** \*\*\*  
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandinavian Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th Edition to play this module. **\$40.00**

**AH KNIGHTS OF THE AIR** \*\*  
This is a superior aerial combat simulator for 1 to 6 aspiring pilots. Components include 188 counters representing 20 aircraft types, and a beautiful 22"x32" mapboard. The rules feature variable pilot experience, a fast-playing card-based maneuver system (players secretly select one of 11 cards, each rated for degree of difficulty - novice pilots & poor aircraft have maneuver restrictions), and historic aircraft capabilities (for rates of climb & dive, maximum & stall speed, turning abilities, etc). A great quality, fun game. **\$50.00**

**COA LANDSHIPS** \*  
A tactical game of WWI, covering the tactical weapons innovations from 1914-1918. 400 counters represent infantry platoons, cavalry squadrons, or single tanks or guns. The rules are easy to play and include 20 scenarios. More details later. Due May. **\$45.00**

**3W LAWRENCE OF ARABIA** \*\*  
The Year is 1918, and for the Turkish command in Palestine, things look bleak. Morale is poor, their supply and command have potentially disastrous problems, they have practically no airforce, they have no reserves, & their forces are spread thin. However, the game has been designed in such a way to make playing the Turkish side just as much a challenge as playing the Allies. It gives the British a dilemma in taking Damascus, in that if the Arabs take it, they lose 20 tactical points, although it is their strategic goal. The British have a very tight schedule & must foray for water and food for his horses, & there is a small but powerful German unit present. The game has very high soloitaire suitability, 240 counters, a 34" x 22" map, several scenarios, & campaign. **\$35.00**

**COM19 PORT ARTHUR - The Russo-Japanese War** \*\*  
Covering the short and vicious war between Turkey and Russia in 1904-05, where Japan's mission is to conquer the entire map, primarily Liaoyang/Mukden and Port Arthur, while destroying as much of the Russian army. As Russians you simply need to try to stop this. Rules include naval bombardment, entrenchments, Russian cavalry, etc. 101 counters and map. Also includes a variant for *I am Spartacus* printed in Command Magazine 15. **\$15.00**

**PAN WARLORDS** \*\*  
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! **\$10.00**

**S&T159 ZEPPELIN** \*\*  
A one or two player game of the air combat over eastern Britain and the North Sea during World War One, 1916 to 1918. Scenarios are each one day long bout of air combat, but these can be linked together to form a campaign. The German player launches airships to raid or scout, aeroplanes to escort them, bombers, and can also attack allied shipping. The allied player uses his aircraft to search for U-Boats, protect naval convoys, hunt down raiding Zeppelins, and even attack raid Zeppelin or seaplane bases in Europe. 200 counters. **\$15.00**

## WORLD WAR TWO

**AH ADVANCED THIRD REICH** \*\*\*\*  
A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22"x31" map sheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64

page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! **\$90.00**

**MB AXIS & ALLIES** \*\*  
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **\$90.00**

**COM CZECHOSLOVAKIA 1938** \*\*  
A what-if game for two players of what might have been the first campaign of World War II in Europe, if the Prague Government rejected the Munich Dictat. The Czechs were in a hopeless position, with their nation projecting into Germany like a long sausage. The Germans could have attacked from both sides and cut them to pieces with blitzkrieg. But the Germans would have had problems too. Their blitzkrieg was untested, the Luftwaffe required good weather, the Russians had promised to send 600 aircraft to help the Czechs, and there were many *magnit* style defenses. All of this is covered in the game. With 142 counters & a 34"x22" map. **\$18.00**

**JED EUROPE AT WAR** \*  
A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armored corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). **\$20.00**

**AH NAVAL WAR** \*  
An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destroyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. **\$25.00**

**3W RUN SILENT, RUN DEEP** \*  
An exciting, fast paced game recreating tactical submarine actions during WW2. Critical elements of submarine warfare presented include sonar, evasion & maneuver, torpedo attacks, collisions, anti-submarine weapons, and gunnery. Each submarine's location is secretly plotted on Submarine Data Sheets. Escorts must frantically "ping" with sonar to search for them. 21 scenarios are included for the Atlantic, Mediterranean, and Pacific. There are 100 ship & sub counters, 160 counter markers, rules, 2 x 34"x22" maps, and play aid chart. **\$50.00**

**AH SQUAD LEADER 4th Edition** \*\*\*  
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, morars, flamethrowers, demo charges, AT guns, and so much more! **\$70.00**

**AH UP FRONT** \*\*  
This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Components include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. **\$50.00**

**DESERT WAR**  
Features French & Italian units, desert rules, plus 7 scenario reference tables for all of the UP FRONT combatants (for tournaments or DYO?). Contains 70 cards and 63 counters. **\$3.00**

**ADG WORLD IN FLAMES 5th Edition** \*\*\*  
Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. With 1000 counters (30 nationalities). For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **\$80.00**

**DAYS OF DECISION 2nd Edition**  
A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), a 24"x16" political map, a mini-map of Spain, etc. Due "in two weeks"!! **\$50.00**

**PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types)**  
Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. **\$40.00**

**FATAL ALLIANCES**  
World War One add-on for WIF. See description under WWI heading. **\$40.00**

**AFRICA AFLAME**  
Contains 200 stunning double sided counters, and a new full color map of Africa. Includes optional rules, including synthetic oil plants, fortification units, Siberian shock troops, Chinese garrisons, an entirely new Russian entry system, Vlassov's Cossacks, etc. **\$30.00**

**ASIA AFLAME**  
Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, minisubs, etc. **\$30.00**

## ADVANCED SQUAD LEADER

**AH ADVANCED SQUAD LEADER** \*\*\*\*  
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! **\$90.00**



# 18 - Wargames

## AH ASL ANNUAL '89

64 pages with 18 scenarios. Articles include a study of US/USSR manpower & material in ASL, historical commentary on SL with a comprehensive index, a bit of fun on Scottish Pipers with counter-art, the 8 steps to winning ASL tournaments, on-board mortars, and more! **\$25.00**

## AH ASL ANNUAL '90

64 pages with 19 scenarios. Articles include Italian manpower & material in ASL, programmed instructions for ASL from a SL hack, reference notes on US paras, partisans in ASL, the 8 steps to enjoying ASL tournaments, Soviet mine dog stats with counter art, and more. **\$25.00**

## AH ASL ANNUAL '91

64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfests, and details of the German PzKpfw Maus with counter art. **\$25.00**

## AH ASL ANNUAL '92

80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. **\$25.00**

## AH ASL ANNUAL '93 Part A

80 pages with scenarios and articles on ASL. More details next catalog. **\$20.00**

## AH ASL ANNUAL '93 Part B

48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game. **\$22.00**

## MODULE 1 BEYOND VALOR

Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. **\$90.00**

## MODULE 2 PARATROOPER

This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. **\$50.00**

## MODULE 3 YANKS

Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. **\$90.00**

## MODULE 4 PARTISAN!

Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). **\$40.00**

## MODULE 5 WEST OF ALAMEIN

An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun-blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x22" escarpment map and six pages of terrain overlays. **\$99.00**

## MODULE 6 THE LAST HURRAH!

Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia (one has Polish Uhlan cavalry tackling Panzer IIa's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). **\$40.00**

## MODULE 7 HOLLOW LEGIONS

This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. **\$60.00**

## MODULE 8 CODE OF BUSHIDO

Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc.), plus Japanese additions for chapter H. **\$95.00**

## MODULE 9 GUNG-HO!

Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. **\$99.00**

## MODULE 10 CROIX DE GUERRE (Cross of War)

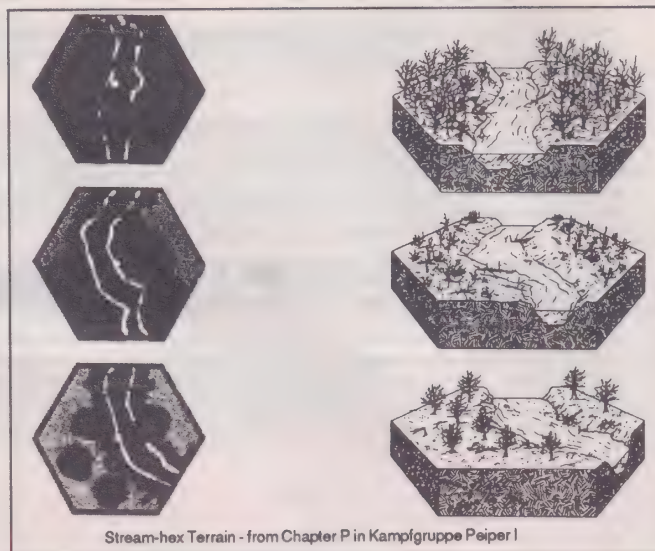
This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DVO, and 8 scenarios. There are over 600 counters. **\$85.00**

## HISTORICAL MODULE 2 KAMPFGROUPPE PEIPER 1

A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy, with roads, buildings, streams, etc. Elevations vary from -2 to +9. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides, and rules for running campaigns such as this one. **\$75.00**

## HISTORICAL MODULE 3 KAMPFGROUPPE PEIPER II

A companion that expands upon the MODULE 2, without adding any more rules, by covering in both scenario and campaign form, the concurrent battles for the nearby villages of Cheneux and La Gleize. With 3 new maps. Due May. **\$75.00**



Stream-hex Terrain - from Chapter P in Kampfgruppe Peiper I

## THE AFRICAN CAMPAIGN

### JED (THE) AFRICAN CAMPAIGN 2nd Edition

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines. **\$25.00**

### GDW BLOODY KASSERINE

Tunisia 1943: Rommel's 21st & 10th panzer divisions, newly equipped with the formidable Tiger, prepare to sortie forth and roll up the Allies' southern flank. Outnumbered, albeit more combat experienced, they could have kicked ass if the dice rolls had been better. Mechanics include air power, weather, tactical expertise, German infiltration & break-off, poor training, plus variant options - such as Patton's involvement! Contains a 22"x17" map & 176 counters. **\$40.00**

### GDW RACE FOR TUNIS

Hemmed in by advancing Allied forces from both east and west, the beleaguered African Korps desperately fortify Tunisia with reinforcements from Italy. Following defeat at El Alamein Rommel must save his vital Tunis supply line from an eventual Allied assault. Based on, & fully compatible with the Bloody Kasserrine game, the mechanics include optional air drops & amphibious landings, plus multiple scenarios. Contains a 22"x17" map & 176 counters. **\$45.00**

## WESTERN FRONT

### VIC AMBUSH!

Designed specifically for solitary play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satchel charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. **\$80.00**

### S&T155 Anzio: The Italian Campaign

Contains 4 scenarios and a complete campaign of this critical phase of the Italian campaign. Scenarios include the option of attempting landings at different locations. Campaign can be historical or alternative. Highly suited to solitary play. 200 counters. **\$15.00**

### AH B-17 QUEEN OF THE SKIES

A solitary game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll! Includes mission abort, ace gunners, random events, flak, B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. **\$50.00**

### FGA BASTOGNE

A ziplock game of Germany's Battle of the Bulge assault in December 1944. Rules are refreshingly short - 4 pages of small text, and game components are very high quality. 120 back printed counters, and a 17" x 22" map that is absolutely stunning. Units are battalions, hex scale is half a mile each hex, and playing time is 2 to 4 hours. **\$22.00**

### AH BATTLE OF THE BULGE 3rd Edition

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game features 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background. **\$40.00**

### AH BREAKOUT NORMANDY

At last - another game using the superb area-movement system as *Turning Point Stalingrad*. It is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden and dangerous advances. Includes solitary rules, sudden death victory conditions, a choice to opt between either assault or bombardment, etc. A 16"x44" mounted mapboard, 36



page rulebook with heaps of diagrams, 394 counters & play aid cards. Superb.

\$70.00

## AH D-DAY 3rd Edition

Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc.

\$40.00



## GMT FRANCE 1940, VICTORY IN THE WEST

Uses the same system as *Arctic Storm*. Has extensive historical information, including highly accurate orders of battle, historical commentary, and the most detailed wargame map of France and the lowlands yet published. Rules cover exploitation, reaction, panic, overruns, blitzkrieg, refugees clogging up roads, plus a flexible air game. Scenarios include fall of Holland, a full historical campaign, and 18 alternative historical options to test out. Includes 720 counters (with bicycle units!), two maps, reference cards, etc. One to two players, 2-20 hours.

\$75.00

## JED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volksturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. This is an unboxed game. Very entertaining, and cheap!

\$12.00

## GMT OPERATION MERCURY

Operational level game covering the battle for Crete in 1941, where German paratroopers & tenacious Commonwealth troops fought for control of the airfields & ports. Rules allow units to attack via maneuver, bombardment or assault combat, and include paratroops, amphibious landings, Allied tanks, automatic victory conditions, the air-naval battle, & British night tactical superiority. Contains 300 counters (company & battalion level) and two 22"x34" maps. Due Dec?

\$60.00

## COA OVER THE REICH

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us *Air Superiority* and *Speed of Heat*. This game brings the same flavor to WW2 air combat. With 240 counters and one 34"x22" double sided maps. Due May.

\$50.00

## AH PANZER LEADER

A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction.

\$65.00

## WES R.A.F.

This is an exception solitaire game that recreates the Battle of Britain, Hitler's prelude to his projected invasion of England. The player commands the R.A.F. whilst the game system controls the Luftwaffe. Components include 160 counters and a 22"x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the most intelligent solitaire system available on the market. Each game is challenging, with enough variables to make each play different.

\$60.00

## AH RAID ON ST. NAZAIRE

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstrupen. This is a squad-level game where assault & demolition teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. Contains 260 counters & a point-to-point system 16"x33" mapboard.

\$65.00

## FGA REMAGEN

A ziplock game of the battalion/regimental level of operations from March 1 to March 17 1945, that saw the US Army across the Rhine River in force at the town of Remagen. An optional scenario is included that shows what might have happened had the Germans reacted quicker to the US seizure of the Ludendorff Bridge. Superb graphics, new overrun rules, step reductions, D10 combat results table, 120 counters and 17x22" map.

\$30.00

## 3W SINK THE BISMARCK!

In May 1941 the German battleship Bismarck & heavy cruiser Prinz Eugen begin operation Rheinübung: the destruction of Allied shipping in the Atlantic. This is an operational-level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, a pre-plotted German movement log, historical & hypothetical scenarios (ie: the Scharnhorst & Gneisenau joining in from Brest), and the vital role of aircraft. Contains 200 counters and a map (75 miles per hex). This game is worth \$50.00.

\$30.00

## GMT THE RISE OF THE LUFTWAFFE

Volume One in the *Down in Flames* WW2 air combat card games. Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or PI-11cs

with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, and rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, cruisers, railyards, etc.

\$55.00

## 3W TIDE OF FORTUNE

The first in a new series called *The Battles for France*. There will be six games, each with two maps, all of which mate up with their neighbours. It features weather, fatigue, morale, command control, AT fire, mine sweeping, ferries, shore batteries, reaction movement, etc. There are 300 counters, 3 34"x22" maps, and 6 play aid sheets. This game recreates the many possible attacks the Allies could have used to cross the Rhine in late 1944. Who had the best strategy, Montgomery & his single thrust? Or Eisenhower & his broad front? Try them both and see!

\$45.00

## JED VICTORY AT SEA

A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short 'n' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard.

\$30.00

# EASTERN FRONT

## 3W ARMY GROUP CENTRE

Follows Army Group Centre's drive on Minsk in June 1941. As the Germans, can you encircle the Soviet forces by executing a smooth surprise attack with two Panzer Groups? As the Soviet commander Pavlov, can you stop the German assault by moving your mobile forces into their paths? For one or two players (highly solitaire suitable), it has 500 counters, 34"x22" map. Land units are divisions, regiments, & brigades, & air units are brigades and divisions.

\$45.00

## 3W BLITZKRIEG IN THE SOUTH

The first in a new series of games called *East Front Battles*, which will cover the entire war in Russia. Each hex is 5 miles, each turn 2 days, with units being battalions, regiments, brigades, and divisions. The game covers the Axis assault on the south-west Soviet Union, which began by Army Group South attacking with 41 divisions against 60 Soviet divisions. The game concludes mid August. There are 3 scenarios and the complete campaign. Can be played solitaire or two - four players. Has 3 34"x22" maps, 400 color counters, reference sheets, etc.

\$50.00

## S&T152 CASE GREEN

A magazine game from *Strategy & Tactics* #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, etc.

\$10.00

## TGI GUDERIAN'S BLITZKRIEG Sep 21-Dec 20 1941

This game of Guderian's drive on Moscow, from Sep 21 to Dec 20, 1941, has been given rave reviews, and at the insistence of Bradley Ellis (the previous Mil Sims artist) we have got some in. This is the first in the new Operational Combat Series games, OCS, which are an in-depth series requiring the utmost use of operational resources of units, supply, and transportation. Both players find themselves confronting operational puzzles of the highest magnitude as they attempt to apply their limited resources. There are tons of supply counters, transport counters, and each unit counter is given a combat facing and a movement facing on the back. As such this is an extremely realistic game. It also features tactical surprise effects, special units, realistic blitzkriegs, 1260 superb counters (ask Brad!) which include aircraft, 6 teaching scenarios, 8 major scenarios, and many play aids. Two 22"x34" color maps. Excellent.

\$85.00

## GMT RED (ARCTIC) STORM

Covers the fiercely contested 1939 to 1940 Winter War - Russia invades Finland, but is unexpectedly humiliated time and again by the vastly outnumbered, valiant defenders. Components include 200 counters (at brigade, regiment & division level) and a 22"x34" map (24 kms per hex). Rules cover paratroop drops, amphibious assaults, the effects of severe weather, ski units, Scandinavian volunteers, and possible Western intervention. Good quality components.

\$50.00

## JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen.

\$25.00

## TGI STALINGRAD POCKET 1942

Features a new easy to learn and use game system, with rules that are simple. Soviet play requires the optimum use of a ponderous and fragile weapon - the Red Army of '42. German play requires sabre-like use of mobile reserves, and lightning hit and run attacks designed to derail the Soviet military machine. Contains 22"x34" map, 420 full color counters, 3 scenarios. For two or more players, turns are 2 days, hexes are 10 km. Units are regiments & divisions.

\$50.00

## AH TURNING POINT: STALINGRAD

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level).

\$50.00

## FGA WAR FOR THE MOTHERLAND

Another fine example of FGA's excellent quality. The map and counters of this game are superb, and the rules are of moderate complexity (16 pages). This is a strategic level game of the entire conflict from 1941-44, and features untried Soviet units, reconnaissance, Soviet Offensive Support bonuses, detailed supply, weather, and partisan rules, the Soviet war economy, and four scenarios, including Stalingrad, Barbarossa, and the complete campaign. Counter mix includes Hungarians, Finnish, Rumanian, German air & supply bases, Soviet economic assets, etc.

\$50.00

# PACIFIC THEATRE

## AH GUADALCANAL

The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first



## 20 - Wargames

Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strip on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. **\$70.00**

### AH MIDWAY 2nd Edition

After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S. navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. **\$45.00**

### VIC PACIFIC WAR

In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-grashing than it is now! In 1942 loses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully integrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! **\$100.00**

### 3W "SCRATCH ONE FLAT TOP!"

A simulation of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target acquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, and two movement/search maps. This game is normally **\$50.00**. **\$33.00**

### AH VICTORY IN THE PACIFIC 2nd Edition

Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steam in facces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. **\$55.00**

## POST WORLD WAR II

### AH IDF - Israeli Defense Force

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraq, & Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. **\$90.00**

### VIC VIETNAM 1965-1975

A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, air mobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps (6 miles per hex). **\$60.00**

## WORLD WAR III

### AH ATTACK SUB

A simple & devastating fast two-player game of submarine warfare that utilises cards, randomly drawn but selectively played, to determine sensor detection, contact reduction, weapon lock-on, evasive action, range, malfunctions, heli-copter support, & more. As cards are frantically employed by players or thrust upon opponents, thus subs & ships jockey for position, evading probes from ASW vessels, whilst maneuvering quietly for that perfect shot, hoping no mis-fortune will befall them. Players have a choice of 48 subs & subs to command, each with its own large data card to record damage, contacts, etc. There are 13 scenarios, all NATO vs. Soviet navy, except for a Falklands war duel, & a 'Hunt for Red October' situation. 128 action cards (there's one depicted on the left) are the guts of this entertaining game that only takes 10 to 60 minutes to play. **\$25.00**

### VIC CENTRAL AMERICA

A grueling simulation of South American gunship diplomacy with 25 scenarios & campaigns detailing historic & hypothetical covert, guerrilla, insurgency & conventional military operations in Costa Rica, Nicaragua, Honduras & El Salvador. Components include 780 counters representing air & land (from company to brigade) forces from over 17 nations, & a 32"x22" map (15 miles per hex). The mechanics have three levels of complexity, covering political considerations, weather, chemical warfare, Arclite strikes, paradrops, amphibious assaults, supply depots, demolitions, CIA helicopters, special forces (including Mosad & SOG teams), aerial counterinsurgency, and much more. **\$50.00**

### GMT CRISIS: KOREA 1995

Allows you to fight a near future war in Korea. Players have access to virtually all available military assets of North and South Korea, as well as large forces of the USA and PRC. The integrated, easy to learn air-land combat system allows for unit efficiency, armor effects, tunnels, light infantry, attack helicopters, Close Air Support, Cruise Missiles, & Korea's particularly tough terrain. Units are divisions and brigades. 600 counters, 2 22" x 34" maps. **\$70.00**

### AH FIREPOWER

Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness environments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, weapon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal characteristics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). **\$60.00**

### VIC FLASHPOINT: GOLAN!

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A

Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). This was originally **\$80.00** - please - buy a copy & give it a home! **\$35.00**

### AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, umpired games, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). **\$50.00**

### AH GUERRILLA

A card game for 2 - 6 players, simulating typical banana republic revolution. Each player fields forces for both sides while raiding vital installations against other players. Where do loyalties truly lie? Are you with the current regime or secretly sympathetic to the rebels. Due May. **\$55.00**

### VIC GULF STRIKE 3rd Edition

Quite a meaty Persian Gulf campaign game that concentrates on both the operational level (using a map scale of 28 kms per hex), and the strategic level (using a map scale of 280 kms per hex), with units able to move between the two. Strategic-level developments, such as global politics, reinforcements & supply, link directly with the blood 'n' guts tussle for real estate. Mechanics cover variable air missions, submarine warfare, chemical weapons, division breakdown & recombination, amphibious landings, special forces operations, artillery support, and engineers, with a special emphasis on supply networks & unit detection. Contains 1430 counters (representing forces from 16 nations, 64 different types of aircraft, 26 types of naval vessel, etc), 5 maps, 7 scenarios, plus a Desert Shield kit. **\$80.00**

### GMT HORNET LEADER

An engaging, relaxed solitaire game where the player leads a squadron of carrier-borne FA18 Hornets on various missions (ie: Air to Ground, Fighter Sweep or Fleet Air Defense) over foreign soil. Before any mission pilots, sections (pilot pairs) & weapons payload are selected, with each aircraft performing a certain role in the formation: air superiority, ground attack, etc. Everything is card based, with a colourful deck of 110 cards used to generate mission briefings, targets, events (A10 support, ECM failures, etc) & special conditions (storms, low clouds, etc). Includes 200 counters (munitions, MiGs, etc), a target display, pilot & mission log (for campaign play), a carrier display, & a special Iraq campaign map! Not very serious, but quite fun! **\$65.00**

### GMT THUNDERBOLT & APACHE LEADER

Same as above, but with the emphasis on ground-attack missions for teams of A10 tank busters & AH64 attack helicopters. Innovations include a 'battlefield configuration' on the display sheet that uses terrain cards to create the target's environment, and a 'sector map' used to indicate the positions of enemy battalions in relation to the air base. An entertaining solitaire card game for campaign play (WW3 in Europe) or a quick fix of cardboard violence! Includes 110 superbly illustrated cards, and 300 counters (some for HORNET LEADER). **\$65.00**

### AH M.B.T.

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. **\$70.00**



### SUP SUPREMACY

Components include 370 plastic playing pieces, a 20"x30" global mapboard, a deck of 65 resource cards, and 260 very high denomination bills of play money. Two to six despots, driven by avarice and a lust for power, seek to dominate the world! Conquest is achieved, albeit slowly, through a blend of shrewd economic proliferation, machiavellian diplomacy, and ruthless military strategies. Each nation must compete ruthlessly with its neighbours to expand its financial base - procuring natural resources and trading for profit on the world market. Huge sums of money are thus accumulated, and what else can you spend it on besides military hardware? The answer's nothing - so armies, navies & nuclear warheads suddenly proliferate. These tools of destruction are generally waved at an opponent in a threatening manner, until they in turn purchase some for similar coercive displays. What happens when two to six megalomaniacs fool around with nuclear weapons? Usually Armageddon! End of game... **\$99.00**

### SUPREMACY RULES VERSION 3.0

The latest edition rulebook, allowing those of you with the earlier version of the game to update it to Version 3.0 without having to fork out \$99.00. **\$10.00**

COLONIAL LEGIONS 698 plastic armies etc for use with the MegaMap. Due ??? **\$65.00**



**FORTUNA** Rules for News, Rumours or Acts of God, ie, natural, economic, & political disasters such as coups, plagues, droughts, etc. **\$35.00**

**NEUTRON BOMBS & KILLER SATELLITES** Strategic weapons that will affect military postures & readiness, including Solos & Spaceports. 348 pieces. **\$40.00**

## RESOURCE DECK TWO

These cards change the country of origin for all grain, oil and mineral companies, thus rearranging the global strategic network. Includes new off-shore resource locations. **\$25.00**

## THE HIGH TECH EDGE FOR STRATEGIC FORCES

Players can secretly develop nukes & neutron bombs with payloads of 5 warheads! L-stars & killer satellites can also be upgraded to counter this threat. Includes four decks of cards. **\$40.00**

## THE MIDDLE POWERS

Introduces two new superpowers: the Federation of Australasia & the Dominion of Canarctica, allowing an extra 1 or 2 players to join in on the mayhem! Contains 216 plastic markers. **\$30.00**

**UNCONVENTIONAL FORCES** The sinister side of world politics, assassins, spies, saboteurs & exclusive, top-secret weapons. **\$35.00**

**WARLORDS & PIRATES** Neutral territories/seas now become the domain of militant regional forces that can harass or aid the players. **\$25.00**

## MEGA SUPREMACY RULEBOOK

186 page softcover detailing the basic mechanics plus the rules introduced in the expansion sets. Includes tribute payments from foreign territories, fully detailed turn stages with expansion phases, reference charts, build tables, treaty forms, bond certificates, etc. **\$45.00**

## MEGA SUPREMACY MAP

So much for being a large vinyl map! It's a large map alright, but only flimsy paper printed on one side. But it is rather large, and you will easily be able to fit all those plastic pieces on it. **\$40.00**

# THE FLEET SERIES

## VIC 2nd FLEET \*\*\*

A comprehensive series of strategic naval warfare, with battles being resolved in tactical detail. Each counter represents individual ships or aircraft squadrons. Time scale is 8 hours per turn - map scale is 46 miles per hex. Three levels of rules complexity offer a comprehensive, but not unwieldy, system that covers base/port damage & repair, squalls, Marine assaults, tactical nuclear warfare, fuel & ammunition depletion & replenishment, satellite detection, etc. This game covers the Soviet Red Banner Northern Fleet's battle with NATO for control of the North Atlantic & Arctic Oceans. Contains 644 counters (from 7 nations), two 22"x32" maps, and 10 scenarios. **\$75.00**

## VIC 7th FLEET \*\*\*

The Soviet Red Banner Pacific Fleet must stop the Americans from reinforcing South Korea as North Korean forces make a second invasion. Components include 740 counters (from 11 nations, including Australia), and three 22"x32" maps. Features 9 one-map scenarios, and 4 advanced campaign games. The rules include shallows, drift ice, cruise missiles, limited detection, AEW aircraft, in-port replenishment, minelaying, weather effects, and more. **\$85.00**

## VIC 5th FLEET \*\*\*

Covers the battle for the Indian Ocean, a brutal confrontation between Russia and NATO that will determine who controls the Persian Gulf, and its vital oil supplies. Includes the variable alliances of India, Iran & Indonesia. Components feature 740 counters (representing 21 nations), plus three 22"x32" maps. The game includes 9 scenarios & 3 three-map campaigns. Mechanics cover deep-diving Soviet subs, weather, sea-skimming SSMs, helicopter mine-sweepers, mid-air refueling, sea-skimming missiles, stand-off ASW attacks, and more. **\$85.00**

## VIC 3rd FLEET \*\*\*

A medley of naval operations with three 32"x22" maps - features 12 one-map scenarios that cover a major Soviet offensive in the inhospitable waters of the North Pacific Aleutian Islands; the mother of all Cuba missile-crises in the 1990's Caribbean; and an awfully destructive slug-fest in the confines of the Atlantic, English Channel & North Sea! Features 740 counters - representing the navies of 15 nations, each ship is evaluated in 10 different areas of modern combat. New mechanics include stealth aircraft, torpedo decoys, long range SAM's, the Soviet Tbilisi carrier, and U.S. seawolf submarines. **\$90.00**

# SCIENCE FICTION

## FAS BATTLETECH 3rd Edition \*\*

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighbouring space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, 'Mech anatomy & Regimental organisations. There are two 22"x17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderbolt, Rifleman, Wolverine, Marauder, Wasp, Phoenix Hawk, Locust, Warhammer, Stinger & Crusader, all direct castings of Ral Partha Mechs! **\$39.95**

## THE BATTLETECH COMPENDIUM

Once you've mastered BATTLETECH 3rd Ed, you'll be ready to update your game to 3050, where old technologies have been recovered, allowing new weapons such as pulse lasers, Streak SRMs, Ultra and shotgun autocannons, and new defenses such as Xtra Light engines, double heat sinks, foam titanium frames, etc, to be used. The COMPENDIUM contains ALL the rules required to play BattleTech and AeroTech, and covers all weapons and defensive technologies, designing mechs, turn sequence, advanced rules, optional rules, infantry, vehicles, VTOLs, etc. A 144 page book with color plates. **\$16.50**

## BATTLELANE Miniatures Rules

This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in *White Metal*. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **\$3.00**

## BATTLEFORCE

An independent wargame that pits regimental battlegroups in combat. Players get to lead an integrated force of Lances (Light, Medium, Heavy, Assault & Fire 'Mechs), tracked, wheeled & hover vehicles, plus infantry & artillery units. The rules cover Air Lances, Dropships, Lance & Regiment creation, campaign play, overburn abilities, step reductions (accumulative damage), combat experience & limited intelligence. Contents include 450 counters (representing infantry platoons, or 4 'Mechs & vehicles), plus two 22"x34" maps (180 metres per hex). **\$60.00**

## BATTLETROOPS

A wargame that covers platoon level urban combat, with individual 'Mechs and other vehicles included. Each combatant has a record sheet detailing physical status, equipment, ammunition, experience level & leadership rating. Movement on the maps is via dots - not hexes, with special actions such as crawling & throwing grenades costing movement points. Platoon organisation for each House are described for play. The mechanics cover hand to hand combat, jump troops, morale, firing arcs, Mechwarrior piloting skills (with a fallen 'Mech template), mines, fire, ect. Components include 56 colour soldier counters, 200 markers (splintered trees, crushed buildings, grenades, etc), & four 22"x33" maps (2.5 meters between dots). **\$45.00**

## BATTLESPACE

This is a complete game of aerospace and starship combat in the BattleTech universe. It replaces AeroTech. Set in 3056, it includes all the stats on Jumpships, Dropships, and Star League and Clan warships. The rulebook includes Clan rules of engagement, special actions such as evading, roll-overs, etc. Optional rules include nuclear weapons, atmospheric effects, hyperspace travel, repairs, full construction rules, etc. There are heaps of full color counters, maps, & dice. **\$55.00**

## AEROTECH KIT

Just the counters & map, for use with the COMPENDIUM. **\$15.00**

## BATTLEMECHS

This box contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. They are direct castings of the Ral Partha metal figures. **\$27.00**

## BATTLE FOR TWYGCROSS

15 scenarios of Clan Jade Falcon's Guards. **\$12.00**

## BATTLETECH INTELLIGENCE OPERATIONS HANDBOOK

Something strange is going on - mercenary units are disappearing. They finish their contract, and then disappear. Who are what is behind this? Is one House secretly hiring these units? Or are they being destroyed in secret? This sourcebook reveals inside info on the intelligence agencies of the five Houses, Wolf's Dragoons, the Clans, and Comstar; also has new archetypes & personal equipment. **\$34.95**

## BATTLETECH MAP SET #2

8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. **\$35.00**

## BATTLETECH MAP SET #3

Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. **\$35.00**

## BATTLETECH MAP SET #4

Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. **\$35.00**

## BATTLETECH RECOGNITION CARDS

160 mechs, each with their own card, full color, all relevant game stats, color key which breaks mechs into 3025 & 3050 or Clan, and weight class. Each mech is also given its Mechforce USA combat value. **\$27.00**

## BATTLETECH REINFORCEMENTS II

Boxed set with 82 colour 'Mech counters from the TECHNICAL READOUT 3050. Includes prepared record sheets & plastic stands. **\$45.00**

## BATTLETECH TACTICAL HANDBOOK

An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech units, detailed descriptions of advanced weapons, and more. Due May. **\$24.00**

## CITYTECH 2nd EDITION

This is going to be absolutely hot! It contains updated rules for all urban combat, infantry and artillery, to make it the same as the BattleTech Compendium. But the biggest attraction is that it contains 16 new plastic mechs, including four Clan ones! Two each of Javelin, Centurion, Orion, Victor, & Clan Uller, Black Hawk, Mad Cat, & Daishi, all being direct castings of the Ral Partha metal kits. Due July. **\$55.00**

## CITYTECH KIT

Contains 2 22"x17" city maps, + 256 counters depicting various 'Mechs, buildings, vehicles & infantry. The rules appear in BATTLETECH COMPENDIUM. **\$15.00**

## COMSTAR SOURCEBOOK

Examines the exclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. **\$30.00**

## DAY OF HEROES

A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the March Rebellion, as seen in *Blood of Heroes* novel. This module also finishes off the novel *Blood of Heroes*, which ended without resolving the combat situation. **\$16.50**

## HOT SPOTS

Rulebook adding further rules regarding being a mercenary. Due Nov. **\$22.50**

## LUTHIEN

Scenario pack which details the entire Clan invasion. With map. Due Jan. **\$22.50**

## MCCARRON'S ARMORED CAVALRY

Campaign with 14 scenarios, regimental background & a point-based system on customising the defending forces for variety. **\$16.00**

## MECH RECORD SHEETS #1: LIGHT

Pregenerated record sheets for 54 different 'Mech types, each with an armor diagram, vehicle data, critical hit table & heat scale. **\$16.00**

## MECH RECORD SHEETS #2: MEDIUM

60 'Mech variants. **\$16.00**

## MECH RECORD SHEETS #3: HEAVY

72 'Mech variants. **\$16.00**

## MECH RECORD SHEETS #4: ASSAULT

50 'Mech variants. **\$16.00**

## MECH RECORD SHEETS #5: VEHICLES

Armor charts & technical specifications for 39 tracked, 20 wheeled vehicles, 25 hovercraft, 3 naval vessels, 8 VTOL systems. **\$16.00**

## MECH RECORD SHEETS 3025

Record sheets from Tech' Readout 3025. **\$16.00**

## MECH RECORD SHEETS 3055

I think the title adequately explains all. **\$16.00**

## MEDIUM OMNIMECH TECHPRINTS

Stunning full color cut-away views of the four Clan medium omnimechs. Each print is 22" x 34". **\$33.00**

## OBJECTIVE RAIDS

A campaign sourcebook detailing the unit disposition of all known Inner Sphere & Clan forces, down to Battalions. All the major industrial worlds are also listed, with data on 'Mech manufacturing, component products, and garrison units. 192 pages. **\$30.00**

## PLASTECH

Contains 16 1/285th scale plastic 'Mech miniatures - two each of the following: Atlas, Blackjack, Catapult, Hunchback, Locust, Panther, Trebuchet & Valkyrie. **\$35.00**

## SOLARIS VII

Boxed set detailing a mercenary world devoted to spectacular gladiatorial contests, and the machiavellian intrigues of Inner Sphere politics. Contains two 64 page books, eight colour 22"x35" maps (including the 5 Great House arenas!), a comprehensive 'Mech dueling system with extra tactical options, and 12 very nasty arena 'Mechs. **\$60.00**

## SOLARIS: THE REACHES

Information on the seedier side of Solaris and includes maps of more arenas where a warrior can find glory or death. **\$34.95**

## TECHNICAL READOUT #1

3025 Includes game statistics, technical background, and an illustration for 55 'Mech variants s, plus conventional vehicles, combat aircraft, etc. **\$25.00**

## TECHNICAL READOUT #2

3026 Vehicles & infantry combat equipment. **\$25.00**

## TECHNICAL READOUT #3

2750 Earlier 'Mechs & conventional weapons. **\$25.00**

## TECHNICAL READOUT #4

3050 The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. **\$30.00**

## TECHNICAL READOUT #5

3055 Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! **\$30.00**

## TECHNICAL READOUT #6

3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Due June **\$30.00**

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels



## 22 - Science Fiction Boardgames

### GAM BATTLE FOR ARMAGEDDON

A two player game of strategic warfare in the Imperium. Massive Ork forces invade the planet Armageddon, while the Imperial hivesworld troops, Imperial Guard, and Space Marines attempt a desperate defense. The three Space Marine Chapters are Blood Angels, Salamanders, & Ultramarines. Included are a large mounted mapboard, colorful double sided counters, two sets of strategy cards, special cards, ref sheet, & rulebook & history. **\$45.00**

**STE CAR WARS COMPENDIUM** A collection of rules, vehicle descriptions, and equipment lists from from CAR WARS Deluxe, Boat Wars, Dueltrack, the Uncle Albert's Catalogues, and Autoduel Quarterly. Includes an index & reference cards. 112 pages. **\$40.00**  
**MINI CAR WARS** A cute little introductory game with only 17 paper counters, and some tiny roadmaps. **\$2.50**

### GAM DOOM OF THE ELДАР

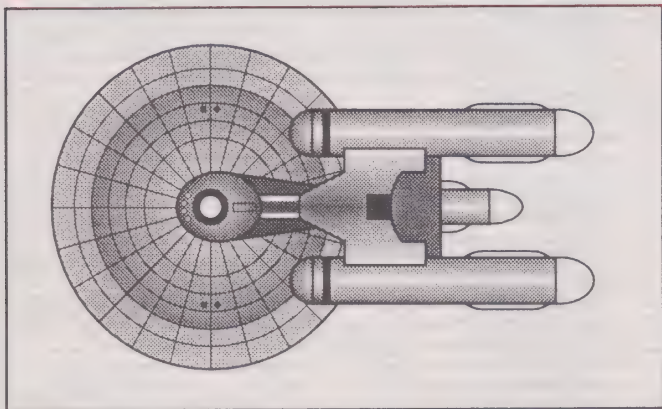
Just reading the short story background info on this game was enough to motivate me to play it. And I must say that it was one of the most enjoyable boardgames I've played. The game focuses upon a huge horde of Tyranid swarms leaping out of warp space to attack the Eldar Craftworld Iyanden. The Tyranids arrive in space randomly in 6 sectors. Moving one sector per turn, they then have one more sector to move before reaching the Craftworld in the centre of the map, which itself consists of 9 zones. Upon reaching the ship the Tyranid counters are flipped over, to reveal what type of ground troops are divulged, such as Genestealers, Protoids, etc. The Eldar forces are much smaller, and include a fast moving fleet (the ships can move 3 sectors), and a horde of small but powerful defenders. They have the ability to repair, produce, & limited re-inforcements. It's tough, but the Eldar can win. Game components are stunning, with glossy full color double sided counters, & the most stunning mapboard I've seen. Rules are refreshingly simple, allowing you to concentrate on perfecting your tactics - for only the perfectly wielded force can win. **\$45.00**

### TAS FEDERATION & EMPIRE (DELUXE) 3rd Edition

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... but it's rather expensive! **\$99.00**

**CARRIER WAR** Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. **\$40.00**

**SPECIAL OPERATIONS** Includes stasis field generators, electronic warfare, light tugs & tug pods, auxiliary carriers, & two scenarios. With 324 counters, 16 page rules, 6 charts, and a special scenario mini-map. **\$22.50**



### GAM HORUS HERESY

A gripping game of the chaos-corrupted Warmaster Horus leading a huge rebellious army which includes chaos daemons and traitor marines, to attack Earth and the Emperor. The large, colorful mounted map includes the Emperor's Palace and surrounding areas. Off-world areas include the warp orbital areas. There are 181 double sided counters, 20 cards, colorful setup sheets, rule book which includes a complete history of this all important battle. **\$45.00**

### GLO LEGIONS OF STEEL

A fast paced miniatures game of conflict in the near future. Human commandos in power armor invade an enemy base complex or spaceship, and are assaulted by hordes of killer android organisms, including skeletal G1 Nightmares, and the Mark 1 Assault Fiend. The game is fast moving and has a Space Hulk feel. Components include 19 metal miniatures (called 25mm but really around 30mm), 48 full color interlocking map templates, 86 color counters, 24 stand up doors, rulebook containing 8 scenarios, etc. For 2 players, each game 1 to 3 hours in duration. **\$99.00**

### STE OGRE MINIATURES RULES

In conjunction with the excellent OGRE miniatures recently released by Ral Partha, these rules are superb. Play is done without hexes, and the book is profusely illustrated and contains many color photographs. Rules include detailed yet playable movement and terrain rules, die cut templates, historical timeline, Tables of Organisation including 10 Ogres, the usual conventional units & archaic armor, command posts, bridges, emplaced weapons, revetments, jamscreens, minefields, camouflage, etc. Point values are included for all units. Highly recommended. **\$35.00**

### STE OGRE DELUXE

A beautifully presented deluxe edition of OGRE. Contains a full color 11" x 17" mounted mapboard of a moon surface, full color two sided counters with plastic stands, and rulebook. **\$50.00**

### FAS INTERCEPTOR

The tyrannical Terran Overlord Government and its ruthless armada are set to conquered the galaxy. Now the Commonwealth's renegade legions dare to resist the New Rome Empire. This is an entertaining ship-to-ship combat game between fighters, gunboats & corvettes. The basic movement & combat mechanics are enhanced by a detailed damage system: when a ship is hit a weapon's effect templates is used to carve damage out of the target's armor, when a hit actually penetrates the guts of a ship a comprehensive flow-chart is used to selectively destroy the on-board systems until something nasty & terminal happens. Further rules cover atmospheric combat, campaign play, space installations, ship construction, asteroids, and variable missile warheads. Components include 156 counters & two 21"x35" maps. **\$60.00**

**T.O.G. FIGHTER BRIEFING** Histories, statistics & illustrations for 20 vessels. **\$18.00**  
**COMMONWEALTH FIGHTER BRIEFING** As above, but for the other side. **\$18.00**

### FAS CENTURION 2nd Edition

The tank-to-tank version of INTERCEPTOR, this is a superb tactical combat game. When a weapon hits an AFV, a template is used to determine the extent of damage to the target's armor, this is then recorded on the vehicle's log, once the armor is penetrated the vital internal components begin to sustain hits, with disastrous results. Further rules cover orbital & conventional artillery, infantry squads, firing arcs, hull down positions, missiles, lasers, painting targets, buildings, leaders, variable ordinance, mines, smoke, engineering vehicles, air support, ground & space installations, & vehicle construction. Components include an array of game markers, two double-sided 21"x34" maps, and 36 plastic 1/285th scale Grav Tank miniatures. **\$60.00**

**CENTURION TECHNICAL UPDATE** Covers new weapons, battlefield sensors, 5 new vehicles, static defense systems, optional rules (hit locations, engineers, troop quality, close combat, etc), the double-blind & operational-level game, plus new record forms. 80 pgs. **\$22.00**

### FAS PREFECT

An ambitious boardgame that simulates operational-level planetary assaults. The attacker's fleet begins the invasion, capturing moons & trying to draw the defender's reinforcements out with feints. Once the target world's orbit is secured freighters & troopships, competing against enemy fighters & air defenses, deliver ground forces for the final phase. Formations of armor & infantry slug it out in a desperate struggle for cities & fortifications. This game has it all, mechanics include covering naval forces, orbital bombardment platforms, troop drops, bridgehead supply, artillery, fatigue, engineers, space combat, and more. Components include an operational briefing book, over 800 counters, a 21"x34" planet map, a 21"x34" system map, scenarios, DYO invasion options, & campaign notes. **\$65.00**

### IRO SILENT DEATH UNLEADED

A vast galactic empire collapses, its great navy literally beheaded by the Emperor's death. A high-tech feudal war begins as the fragments of civilisation jostle for prominence. This is an entertaining tactical simulator of battles between proud Starfighter Wings. The fast-playing mechanics cover missiles, torpedoes, drifting, asteroids, damage control, gunnery duels, damage tracks, etc. Starship pilots & gunners have variable skill levels which improve with every successful mission, thus promoting campaign games. Includes six 22"x17 maps, 172 counters (with 40 colour starships), and 13 (+DYO) scenarios. **Note new price. \$32.00**

### OVERKILL: THE PTOLEMEAN WARS

A module of interstellar warfare between the Colosian Fleet & House Ptolemaeus. Includes 7 new fighter & 2 gunboat designs, 12 fighter wings, 12 scenarios, 2 campaign games, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc), plus 180 counters. **\$22.00**

### NIGHT BROOD

The Hatchlings swarm forth from within the depths of the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatching sourcebook, colour counters, scenarios, 8 Terran fighter wings & special Hatchling dice! Due May. **\$32.00**

### TAS STAR FLEET BATTLES CAPTAIN'S EDITION BASIC SET \*\*\*\*

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. **\$65.00**

### SFB ADVANCED MISSIONS

Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships), & 216 counters. **\$65.00**

### CAPTAIN'S RULEBOOK

This comprehensive, and rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the ADVANCED MISSIONS rulebook, the New Worlds I & II modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). Note that there are no starship counters in this boxed set - you MUST have Capt's Ed Basic Set to use. **\$80.00**

**CADET TRAINING MANUAL** STAR FLEET BATTLES for beginners. This 48 page primer covers movement, combat, energy allocation, drones, torpedoes, etc. Includes a 11"x15" star-map, 40 counters, 13 scenarios (each introducing new rules), & 9 SSD ship forms. Cute! **\$15.00**

**CAPTAIN'S LOG #9** 80 page book containing story, weapons, scenarios, map, tactics, Fed & Emp article, & 4 new carrier SSDs. **\$18.00**

**CAPTAIN'S LOG #10** 80 page SFB annual that features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATION & EMPIRE stuff, etc. **\$20.00**

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**CAPTAINS LOG #13** 80 pages of fiction, scenarios, conventions, new SSDs, etc. **\$20.00**

**CAPTAINS LOG #14** 80 pages of articles, scenarios, new SSDs, fiction, etc. **\$20.00**

**CAPTAIN'S MODULE B** Contains six unusual 22"x29" starmaps - including an asteroid belt & field, a ringed gas giant, a black hole, a Tholian Web template, plus 6 scenarios. **\$10.00**

**CAPTAIN'S MODULE J: Fighters** With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, and a new space monster! **\$35.00**

**CAPTAIN'S MODULE K: Fast Patrol Ships** Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, and a new space monster! **\$35.00**

**CAPTAIN'S SSD PACK** Contains all the SSDs from the CAPTAIN'S EDITION Basic Set, Advanced Missions, plus MODULES C1 & C2. SSDs for over over 300 ships. **\$40.00**

**MODULE C1: New Worlds I** Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. **\$30.00**

**MODULE C2: New Worlds II** Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, and 108 counters. **\$30.00**

**MODULE C3: Adds the LDR, Seltorians, rules, scenarios, & new counters.** **\$34.95**

**MODULE D1: Veteran's Master Ship Chart** Lists ships from the old & new SFB, Starletter & Captain's Log. With Carrier data & master charts for Fighters & PFs. **\$10.00**

**MODULE D2: Tournament Tactics** Maneuvers from the masters, for the 12 tournament cruisers. Over 50 tactical essays from a bunch o' grown men with pretentious accolades! **\$10.00**

**MODULE D3: Booms and saucers.** 32 page SSD book with 12 Federation saucers, 12 Klingon booms, 5 Neo-Tholian rear hulls, & 2 scenarios involving Hydrans, Klingons, Feds. **\$12.00**

**MODULE P3: Scenarios** A collection of 25 scenarios, plus 4 new SSDs. **\$10.00**

**MODULE P4: Marines!** With ground combat & advanced boarding combat rules, 4 Marine scenarios, 4 Commando ship SSDs, FEDERATION & EMPIRE ground combat system, racial & organisational data on Marines, plus cluster bombs, AP drones, ground vehicles, etc. **\$10.00**

**MODULE P5: Covers the Lyran Democratic Republic,** with history, order of battle, ship



- SSDs, etc. **\$10.00**
- MODULE R1** Covers starbases, battle stations, base modules, freighters, etc. **\$35.00**
- MODULE R2** Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 Andromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. **\$35.00**
- MODULE R3** Another collection of ships, again some of 'em are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. **\$35.00**
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- MODULE S1:** Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. **\$22.00**
- MODULE S2:** Scenario book # 2, with 50 new scenarios, for both F&E and SFB. Includes a full color map of an asteroid field. **\$23.95**
- MODULE T: TOURNAMENTS** 1993 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. **\$25.00**
- STAR FLEET MISSIONS** A fast beer 'n' pretzels card game version of SFB. **\$35.00**
- TACTICS MANUAL** 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc). **\$30.00**
- TOURNAMENT BOOK '91** Complete rules, 12 tourney SSDs & 216 counters. **\$10.00**

## GAM ULTRAMARINE

1 to 4 players lead a squad of Marine Scouts through the steel labyrinth of a derelict space hulk, searching the rusty corridors & silent crypt-like rooms for alien artifacts. The mechanics are fast 'n' simple, involving lots of bloodshed, & such things as variant event cards (what you find, what finds you, etc), vicious hand-to-hand melees, and flesh-blasting ranged combat (with bolter pistols, vortex & frag' grenade, plus hellfire rounds!). Components include 20 plastic 25mm Citadel miniatures, and a whole mess of laminated cardstock floorplans. **\$38.00**



## MB BATTLEMASTERS

Okay, this is really a kids game, aimed at ages 8 and up, and the rules are simplified to the point of stupidity, but aside from that, the game is really worth considering. The components are absolutely without compare: a full color, hex grid vinyl map that is 4.5 feet by 4.75 feet, 103 plastic figures, including 1 Ogre champion, 6 gobbo wolf riders, 3 mid chaos knights, 10 orc swordsmen, 10 gobbo swordsmen, 10 chaos beastmen, 10 chaos warriors, 10 chaos archers, 9 Imperial mid knights, 3 Imperial mid Lords, 15 halberdiers, 10 archers, 5 crossbowmen, 1 huge cannon & crew. Other items include a plastic tower, plastic movement trays, heaps of tokens and playing cards, etc. If you don't like the rules, it would not be difficult to either adapt them, or even use some other rules such as Warhammer Fantasy Battle. But either way, the game's well worth the figures **\$99.00**

## MB HEROQUEST

1 to 4 bold adventurers plunge into an endless succession of dungeons, driven by avarice alone, they face the hideous hordes of Morcar the Evil Wizard. This great introductory game features rather basic roleplaying mechanics (simple character sheets & skills, a 'Dungeon Master' hiding behind a screen who controls the bad guys & cheats with dice rolls, plus a mindless vault-to-vault orgy of treasure huntin' & monster slaughtering). Components include 35 plastic 25mm Citadel miniatures (8 Orcs, 6 Goblins, 3 Fimir, 4 Chaos Warriors, 1 Sorcerer, 1 Gargoyle, 4 Skeletons, 2 Zombies, 2 Mummies, 1 Wizard, 1 Barbarian, 1 Dwarf & 1 Elf) various bits of cardboard 'n' plastic furniture, a colourful mapboard, etc. Mechanics feature magic spells, buying equipment, traps, missile fire, & wandering monsters. **\$60.00**

### KELLAR'S KEEP HeroQuest Module 1

The Emperor, besieged by Orcs deep within in the ancient tunnels of Karak Varn, must be rescued before his royal ass gets soundly trashed! Features more plastic miniatures (8 Orcs, 6 Goblins & 3 Fimir), 10 adventures, plus new laminated map-overlays. **\$18.00**

### RETURN OF THE WITCH LORD HeroQuest Module 2

A party of Heroes must enter a subterranean fortress beneath the fallen city of Kalos, and slay the lurking Witch Lord, and his undead minions. Includes some more plastic miniatures (4 Zombies, 8 Skeletons & 4 Mummies), 10 adventures, plus various map overlays. **\$18.00**

### AGAINST THE OGRE HORDE HeroQuest Module 3

In the heart of the rugged mountains lies the hall of the Ogre Lord, protected by loyal followers, devilish traps & chaos spells. Your dear Emperor wants the Ogre Lord's viscera for ventilation; but he's not going to do it himself, he's not that stupid - you are! Includes seven plastic 25mm Ogre miniatures, some map-overlays, 15 spell tokens, and 7 Quests. **\$29.00**

## GAM ADVANCED HEROQUEST

This is a multiplayer roleplaying boardgame - one player becomes the Gamesmaster (who controls the monsters), the other participants are the adventurers seeking fame & fortune. The Gamesmaster lays out room & corridor tiles as our greedy heroes traverse the dank chambers in search of loot (and skulls to bash in!), thus the dungeon's shape remains un-known until explored. The 64 page rulebook covers exploration, secret doors, traps, sentries, missile fire, critical hits & fumbles, fate points, magic spells, magic treasure, 9 character & creature attributes, traps, random events between adventures, training, buying equipment, solitaire rules, etc. An ideal campaign game where players aspire to become heroic legends, or at least get filthy rich! Can be used in conjunction with HEROQUEST. Components include 36 plastic Citadel miniatures, various markers, & a mess of beaut room tiles. **\$75.00**

## TSR DRAGONSTRIKE

An easy to play new boardgame which comes with a Video tape (in PAL: this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic Ral Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den. **\$80.00**

## TSR DUNGEON! 2nd Edition

1 to 12 young players lead individual adventurers, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast; from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero miniatures. **\$50.00**

## TSR GREYHAWK WARS

2 to 6 heroes lead armies along the bloody path of conquest in this absorbing game of empire building in the Flanaess, from the AD&D world of Greyhawk. This is a simple, colourful simulation that allows players to dabble in both careful diplomatic entreaties, and ruthless military aggression.

Mechanics cover fleets, fortifications, heroes, treasure quests, army recruitment, racial abilities, alignments, etc. Components feature 416 counters, two 21"x32" maps (using area movement), and over 150 cards depicting special events, mercenary bands, treasure & countries (given to players when they are captured). Features 4 scenarios, plus a 32 page campaign history. **\$45.00**

## GAM KERRION

A fast-playing two person game of fantasy football (based on the American style Gridiron, without the commercials). Teams of Orcs, Humans, Elves & Dwarves must attempt to score three touchdowns to win, or at least ignore the pigskin and prove their mettle by kicking a few heads - yes, it's about as mindless as the real thing! A very simple game for all young 'uns shy of big, nasty rule-books - but quite comfortable with the concepts of sporting violence! Components include twenty-four 25mm plastic Citadel miniatures, a 16"x32" playing field, and 4 small pages of rules (moving, tackling, passing & recovering) **\$25.00**

## AVA LEGENDS OF ROBIN HOOD

Within the lush expanse of greenwood in 12th century England, Robin Hood, Little John, Friar Tuck, Wil Scarlet & Allan A'Dale compete for accolades from the oppressed peasants. These affable outlaws must outdo their fellows in amassing the most gold by winning archery contests, recruiting stout yeomen, or robbing wealthy reavers. But unwary players can fall into the clutches of the Sheriff's rough lads, to face the wrath of Prince John or Sir Guy in Nottingham castle's dungeon! It's all good wholesome fun, great for the little 'uns and energetic families. Components include a 16"x22" colour mapboard (area movement), various counters (lucre, merry men, etc), 64 illustrated cards, and 2 pages of rules! **\$25.00**

## AH MAGIC REALM 2nd Edition

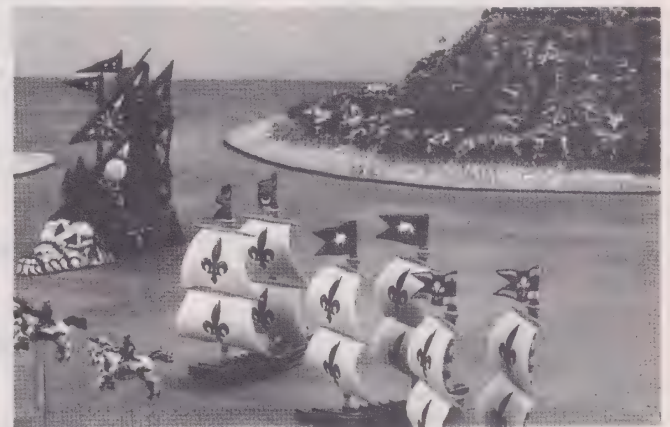
Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! **\$60.00**

## GAM MAN O' WAR

A stunning new game from Games Workshop - naval action in the Warhammer Fantasy world. A game that really gives the feel of great warships plowing through the seas, guns firing and crews poised ready to board the enemy ships in bitter hand-to-hand struggles. There are no hexes, movement is done on a flat surface, being a combination of turning, movement distance, wind direction, oars, etc. There are ships of the line, making the bulk of the fleet, and the great Men O'War, mighty ships that are the foundation of your fleet. Each ship has it's own stat card, which includes all relevant damage details, and the ship's stats. The game comes with rules, painting guide, 6 plastic pirate wargalleys, 6 plastic Imperial wargalleys, two packs of 32 cards, hundreds of counters for magic, damage, crew, debris, etc, & card islands, shorelines, etc. **\$75.00**

**PLAGUE FLEET** Adds rules for the most deadly adversaries in the Warhammer world, including: Chaos Plaguefleets, with the Champions of Khorne, Slaanesh, Nurgle, & Tzeentch sailing forth in Bloodships, Hellships, Plagueships, Great Winged Terrors, Chaos Deathgalleys; Chaos Dwarf Fleets from the Ziggurat city of Mingol Zhar-Naggrund with Battlebarges armed with the largest and most destructive cannons and rocket launchers ever devised; and Skaven Clanfleets, with Doombringers with great spiked paddle wheels. Includes ship data cards, two packs of playing cards, and hundreds of counters and templates. **\$44.95**

**SEA OF BLOOD** Contains new rules for Sea Monsters and Flying Creatures. Monsters include Triton, Sea Elemental, Kraken, Sea Dragon, Megalodon, Promethean, Black Leviathan, Gargantuan, & Behemoth. Flying Creatures include Bretonian Pegasus Riders, Dwarf Gyrocopters & War Balloons, Elf Dragon Riders & War Eagles, Imperial Griffon Riders, Orc Wyvern Riders, Dark Elf Manticores Lords, Chaos Dwarf Taurus Riders and Lords of Chain. Includes data cards, monster cards, and counters. **\$44.95**



## GAM MIGHTY WARRIORS

From the sewer's serpentine tunnels a coven of Skaven, plus a lone chaos Wizard, launch a sudden raid on a castle. Three brave adventurers must lead a party of hesitant militia on a counter-attack to rid the castle's chambers of the evil ratmen! This is a very simple game for 2 to 4 players. Components include 36 plastic 25mm Citadel miniatures (20 Skaven, 12 warriors, 1 Dwarf, 1 Elf, 1 Knight & 1 Wizard), and 12 colourful room-tiles. Fast 'n' fun game for beginners - with only 3 small pages of rules, you can't expect much more than that! **\$38.00**

## AH TITAN

A rip-snorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleland maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splat-terfist frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. **\$65.00**

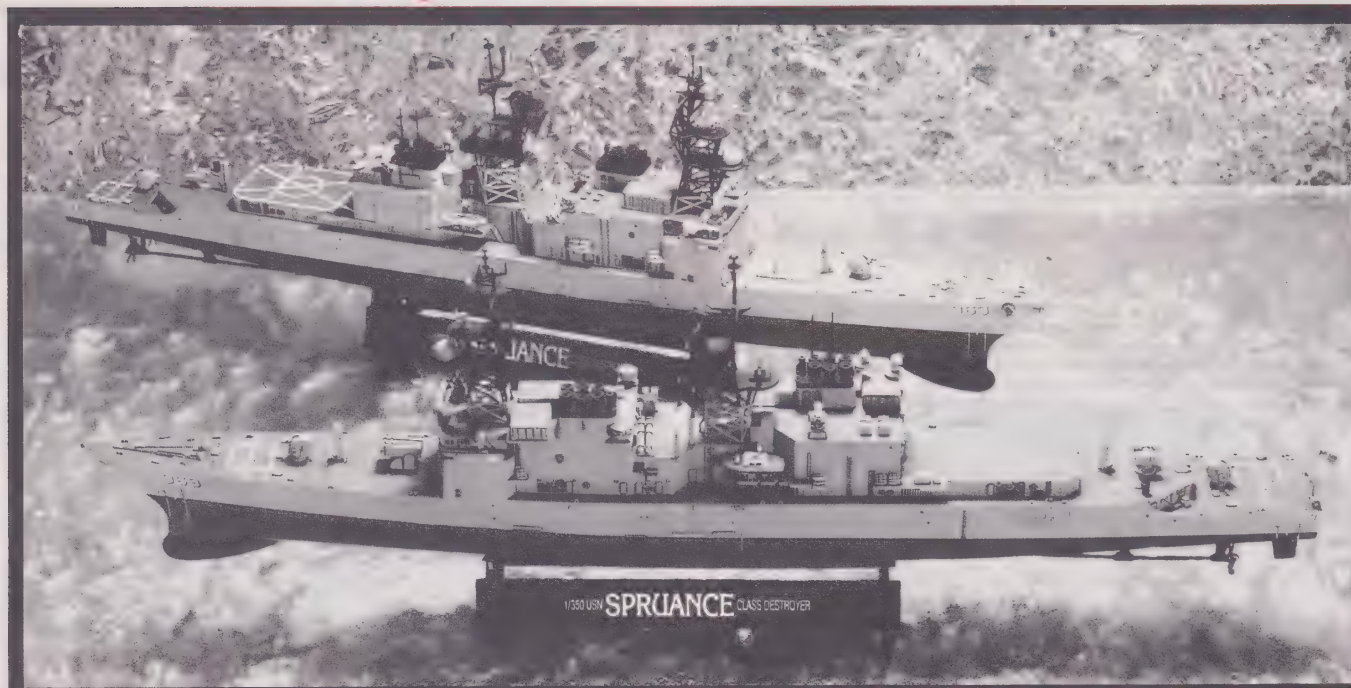
## TSR WILDSpace

Another video with a boardgame. Sail the void between planets in your squidship in search of treasure in the AD&D universe. Evil Mind Flayers, Draconians, & Lord Fear hunt the spaceways trying to stop you. The game includes a 30 minute video adventure, and then you play on from there. Also has 9 plastic figures, 7 plastic ship pawns, 165 playing cards, board, etc. July. **\$80.00**



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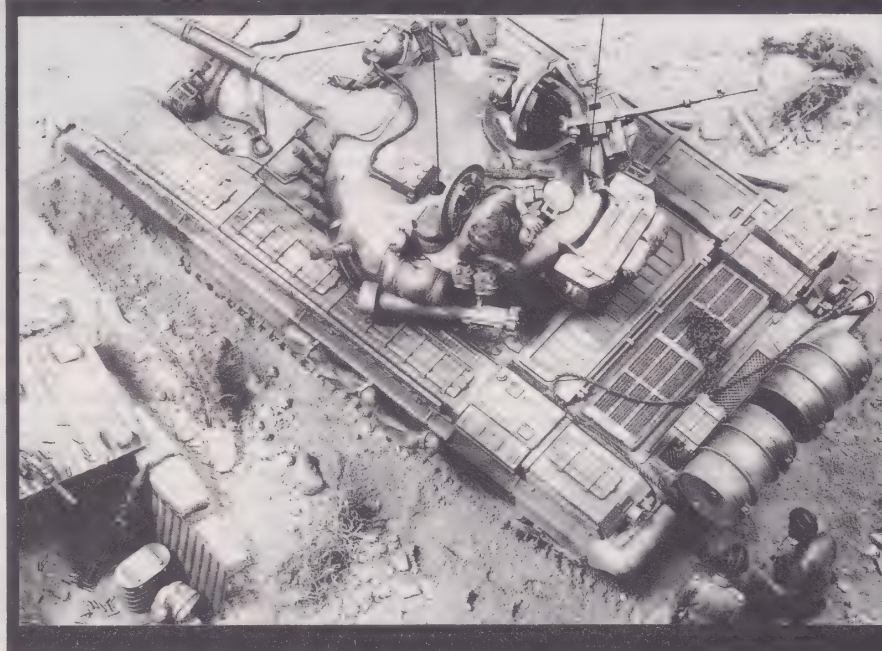
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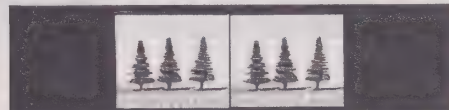
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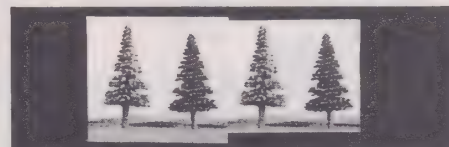
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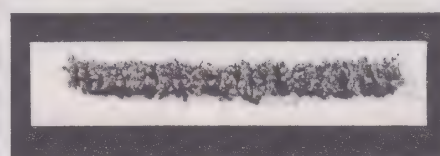
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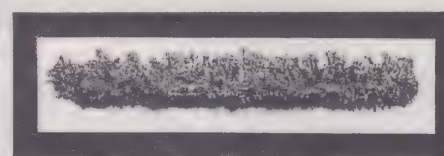
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TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$49.00 for 6 issues ☐

\$78.00 for 12 issues ☐

## DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

\$40.00 for 6 issues ☐

\$64.00 for 12 issues ☐

## GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

\$50.00 for 6 issues ☐

\$80.00 for 12 issues ☐

## INTERFACE

A great little quarterly B4 publication by Prometheus Press devoted entirely to Cyberpunk 2020. This is quite worthwhile for players of any near-future RPG. Articles cover such topics as new equipment & weapons, megacorporation profiles, short fiction, alternate character classes, net programs, NPC profiles, and so forth. The standard of artwork and layout is very good, well worth a look if you play the game. Publication regularity is good but having only four issues a year makes the wait a bit lengthy.

\$19.00 for 4 issues ☐

## JOURNEYS

The latest offering from Games Designers Workshop, this monthly magazine will mainly deal with their new cross-genre RPG, Dangerous Journeys. As a consequence Gary Gygax should feature quite prominently. Article definition will include essays by prominent designers, industry news, reviews, plus as assortment of RPG adventures & supplements. The contents will cover games other than Dangerous Journeys. Publication regularity should be good - the first issue is due to roll Aug/Sept.

\$29.00 for 6 issues ☐

\$46.00 for 12 issues ☐

## PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: Hampire: The Masked Ace Raid, and coming is Werewolf: Ah, Pork Lips, Gee, which games are they ripping off?

\$49.00 for 6 issues ☐

\$78.00 for 12 issues ☐

## UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and the other related miscellany. Everyone who enjoys chaosium's superb horror RPG would be well advised to invest in this magazine. Quality material by known english and Australian authors are regularly included. Publication regularity is slow. Back issues available are: 5 and 3, the double issue 8/9.

\$30.00 for 4 issues ☐

## WHITE DWARF

A glossy, monthly English magazine solely dedicated to Games Workshop products. Enthusiasts of Warhammer RPG, Warhammer Fantasy Battles, Warhammer 40K, Space Hulk, Space Marine, and all the rest, will find this invaluable. Articles cover adventures, scenarios, new rules, variant counters, backgrounds, and the like. Every issue contains photographs & specifications for new Citadel releases, plus colour pages highlighting superb miniatures painting! Publication regularity is very good.

\$36.00 for 6 issues ☐

\$72.00 for 12 issues ☐

## WHITE WOLF

A bi-monthly role playing magazine published by White Wolf. It features a mix of articles, scenarios, and regular columns and heaps of reviews. Although published by White Wolf it has an independant outlook, and recent games featured ShadowRun, TORG, Vampire, Cyberpunk, Ars Magica, Werewolf, Pendragon, Call of Cthulhu, etc. It includes both colour and black and white pages, and space is given to PBMs, and regular features on artists and their superb works. 80 pages. A percentage of the proceeds are sent on to sponsor a real life wolf pack.

\$36.00 for 6 issues ☐

\$58.00 for 12 issues ☐



# CRAZY SPECIALS

Please Give Second Choices

## WARGAMES

### AH HISTORY OF THE WORLD

Crazy Special \$45.00

Normally \$85.00

Basically a faster and easier-to-play version of *Civilization*, for 2 to 6 players for ages 12 and up. Rules are of low complexity, and the game will take 45 minutes per player. The game traces the progress of mankind from the dawn of civilization to the threshold of modern times. You start at 3000 BC with the Sumerians, and continue with 49 empires which rise and fall in procession. Players do not attempt to take one empire throughout time, but are given one empire each during each of history's seven Epochs or game turns. Empires vie with armies and fleets to spread their culture, but are hard pressed by each other, natural disasters, treachery, etc. You win by having the highest point score, which is added up from your result during each epoch. Includes a lovely mounted mapboard, four countersheets, 48 Empire cards, 64 event cards, etc.

### AH CIVILIZATION

Crazy Special \$50.00

Normally \$85.00

A slightly more gung-ho history game, but still simple enough. For 2 to 9 players who lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 2500BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth and build cities which in turn attract commerce, and trading between empires fosters social & technological growth. Contains a 4 panel mapboard, 9 sets of playing pieces, 1 deck of trade cards, 1 deck of civilization cards, 7 player mats, etc. Full game takes 5 to 12 hours.

### AH ADVANCED CIVILIZATION

Crazy Special \$40.00

Normally \$70.00

Boxed expansion for *Civilization*, which you must have to use this supplement. Has a 48 page rulebook and gamers guide, eight more civilizations and new commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight player games, pillage, enhanced card attributes, and simplified trading. This supplement makes games of *Civilization* even more enjoyable.

*Civilization* + *Advanced Civilization* Double Offer - \$85.00

Normally \$155.00

### AH GUADALCANAL

Crazy Special \$45.00

Normally \$75.00

The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942. These all took place where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, and in August the US took an air-strike on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search and one battle), six scenarios, excellent visual aids such as Operations cards, 356 counters (not too many!), and easy to learn rules.

### AH MUSTANGS

Crazy Special \$35.00

Normally \$60.00

Another easy to learn, low complexity wargame. It allows you to re-create aerial dogfights from the years 1944 to 1945, including the US, Germany, and Japan. Famous planes included are the Corsair, Mustang, FW-190, Me-262, Zero, etc. The game makes an interesting and entertaining re-creation of history. Includes 95 counters, with each large aircraft counter representing one plane, a mounted 14" x 22" mapboard, simple rules, dice, and 6 game/control cards. Each game takes from one to two-and-a-half hours, with each turn being around 10 seconds.

### TSR DRAGONSTRIKE

Crazy Special \$50.00

Normally \$80.00

An absolute steal for this price, this huge boxed game is an easy to play new boardgame from TSR which comes with a Video tape (in PAL, this is the UK version) which gives a 30 minute live action and computer animated adventure which sets the tone of the game. You then take the actual characters from the movie, and send them into action in the game. There are two massive double sided mounted mapboards, 110 full color playing cards, 6 character cards, DRAGON-MASTER screen, adventure book with 16 replayable adventures, map book, illustrated rulebook, 43 full-color cardboard playing pieces, 24 plastic clips, 22 plastic bases, 3 dice, and 24 plastic Ral Partha miniatures. The mapboards are a forboding castle, dangerous dungeon, mysterious forest, and dragon's den.



## NOVELS

### TSR THE MEETINGS SEXTET

Crazy Special \$30.00

Normally \$60.00

Six novels set in the Dragonlance saga. Orders for all six will receive a free copy of *White Metal*, which includes photos of Dragonlance miniatures. The novels are also available individually, as below:

#### Kindred Spirits

Crazy Special \$6.00 Normally \$10.00

The dwarf Flint Fireforge goes to the elven kingdom of Qualinesti and meets Tanis. But when the Speakers daughter declares her love for Tanis, a deadly rival muddies his name, and Flint and Tanis must embark on a dangerous mission to clear it again.

#### Wanderlust

Crazy Special \$6.00 Normally \$10.00

A thoroughly unpredictable tale is triggered when Tasslehoff Burrfoot accidentally pockets one of Flint's copper bracelets and Tanis defends a top-knotted newcomer.

#### Dark Heart

Crazy Special \$6.00 Normally \$10.00

The story of the beautiful Kitiara Uth Matar, from the birth of her twin brothers, Raistlin and Caramon. Her mercenary deeds and increasing fascination with evil lead her into the company of a roguish stranger and eerie mage.

#### The Oath and Measure

Crazy Special \$6.00 Normally \$10.00

Focuses on the enigmatic Sturm after he becomes acquainted with the twins Raistlin and Caramon while they are all living in Solace. Sturm is flawed by an obsession with high principles.

#### Steel and Stone

Crazy Special \$6.00 Normally \$10.00

The first encounter between Kitiara and Tanis, the growth of their volatile relationship and how they resolve their romance. A rugged hero-villain, a third major character in the book, makes for a tense love triangle in an action packed story that travels through the world of Krynn.

#### The Companions

Crazy Special \$6.00 Normally \$10.00

Flint, Tanis, Tasslehoff, Kitiara, Raistlin, Caramon, and Sturm band together for the very first time, and their group is sorely put to the test to overcome the difficulties they face.

### FAS EARTHDOWN DUO

Crazy Special \$10.00

Normally \$20.00

For this special we will send you the first two novels in the new Earthdown trilogy. Both novels are also available individually, as below:

#### The Longing Ring

Crazy Special \$6.00 Normally \$10.00

Young, mute, and possessed by a Horror, J'role sets out to discover what remains of the world after the scourge and to try to set himself free from the Horror inside him.

#### Mother Speaks

Crazy Special \$6.00 Normally \$10.00

Relanna has kept her twins safe with her magic all her life, especially from their father J'role. But when the Therans return, she realises that she needs J'role to survive.

## ROLE PLAYING GAMES

### FASA SHADOWRUN 2nd Ed + 2 Blister Packs

Crazy Special \$30.00

Normally Around \$50.00

The 2nd Edition 296 page roleplaying book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestiary, a Seattle guide, equipment lists, NPC contacts, and an adventure. Features heaps of excellent artwork, fully revised game mechanics, and lots of color plates too. And we will include at no extra charge two blisters of Ral Partha 25mm ShadowRun miniatures with 2 - 5 figures in each.

### GDW TRAVELLER: THE NEW ERA RPG

Crazy Special \$35.00

Normally \$50.00

If you've been looking for a chance to get into one of the hottest new role playing games, this is your chance. This is a 384 page softcover book, with a character generation system that has over 40 careers and 100 skills to choose from. It has a fast and simple combat system, innovative starship combat rich in tactical detail. Comes complete with heaps of history, maps, all you want to know about the Virus, trade, and commerce, psionics, equipment, weapons, armor, vehicles, starships, and a complete system for generating endless worlds to explore and exploit, including flora and fauna, etc.

### RTG CYBERPUNK MODULE SPECIAL

Crazy Special \$35.00

Normally \$69.00

For this special we will send you three Cyberpunk supplements, *When Gravity Falls*, *Maximum Metal*, and *Tales from the Forlorn Hope*. The titles are also available individually, as below:

#### When Gravity Falls

Crazy Special \$12.00 Normally \$25.00

Sourcebook for a dark future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & adventure.

#### Maximum Metal

Crazy Special \$16.00 Normally \$24.00

Six types of advanced personal power armor, each with their own spec sheet, and tanks, artillery, APCs, mil-spec aerodyne assault vehicles, counter measures, airships, new melee weapons, beam weapons, and all manners of other military & corporate hardware.

#### Tales from the Forlorn Hope

Crazy Special \$11.00 Normally \$20.00

Contains 8 adventures that begin in a bar where SouthAm vets hang out. Adventures include a corporate extraction with a twist and a monster hunt in the wilds of eastern Europe.

### FASA MECHWARRIOR SPECIAL

Crazy Special \$55.00

Normally \$100.00

For this special we'll send you the Mechwarrior RPG, the Mercenaries 3055 Handbook, and the Intelligence Handbook - three books that will give you countless hours of adventuring in the BattleTech universe. The books are also available separately, as below:

#### Mechwarrior 2nd Ed RPG

Crazy Special \$20.00 Normally \$30.00

The 2nd Ed RPG provides complete updated rules for roleplaying Clan or InnereSphere Characters, and includes PC generation, personal combat, additional history, etc.

#### Mercenaries 3055 Handbook

Crazy Special \$20.00 Normally \$35.00

This 2nd Ed sourcebook lets you create, maintain and operate a mercenary unit, covering all things from salaries to medical care. Gives actual dollar costs and mechforce values on every single mech and mech variant and vehicles ever published by FASA.

*Intelligence Operations Handbook* Crazy Special \$20.00 Normally \$35.00

Sourcebook on spies and subterfuge that occurs before every battle.



## TSR DUNGEONS & DRAGONS GAME

**Crazy Special \$25.00**

**Normally \$45.00**

This game is being replaced by the revised version in July, so we have to get rid of these old stocks. The game comes in a huge box, and contains an excellent instructional program called the Dragon Card Learning Pack, a 64 page rulebook, a 6-panel DM Screen, dice, 48 color characters and monsters, and a large adventure map.

## TSR CM1 ADVENTURE DESIGN DECK

**Crazy Special \$30.00**

**Normally \$45.00**

A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. They make challenging adventures as easy as shuffling cards. Although extensive in scope, the deck's clean presentation makes learning this system quick and fun for novice and veteran players alike.

## TSR AD&D PLAYERS HANDBOOKS SPECIAL

**Crazy Special \$175.00**

**Normally \$350.00**

For this ridiculously low price, we'll send you the first ten AD&D Players Handbooks. That's a saving of \$175.00. The books are a must for all AD&D players, and if you've been wanting to improve the quality of your player character during game sessions, this is your chance. The books are also available separately, as listed below:

- |  |                              |                         |
|--|------------------------------|-------------------------|
| <b>PHBR1 Complete Fighter</b>  | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| Character generation, sub-classes like Amazons, Barbarians, Berserkers, etc., new combat rules, styles and weapons, variant armor, etc. 128 pages.                                     |                              |                         |
| <b>PHBR2 Complete Thief</b>  | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| Includes the code of the Professional, new proficiencies, sub-classes like acrobat, spy, bounty hunter, etc. Details on Thieves' Guilds, new rules & weapons, & a Thief Campaign, etc. |                              |                         |
| <b>PHBR3 Complete Priest</b>   | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| Basic premise of Clerics and pantheons, with new faiths, sample priesthoods, sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc. New priestly items, etc.                       |                              |                         |
| <b>PHBR4 Complete Wizard</b>   | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| Details schools of magic, how to create new ones, sub-classes of Academician, Mystic, Pesant Wizard, unusual spell casting conditions, 42 new spells, etc.                             |                              |                         |
| <b>PHBR5 Complete Psionics</b>   | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| Includes a psionics campaign, mind monsters, psionic combat rules, Wild Talents, & new powers.   |                              |                         |
| <b>PHBR6 Complete Dwarves</b>  | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| With 6 dwarven sub-races, dwarf culture and ideals, proficiencies, Warriors, Priests, Thieves, mining, new weapons & war machines, strongholds, campaign play, etc.                    |                              |                         |
| <b>PHBR7 Complete Bard</b>   | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| Character creation, Gallant, Jester, Riddlemaster, Thespian, Elven Minstrels, Dwarven Chanters, Halfling Whistlers, new spells, magic items, instruments, songs, etc.                  |                              |                         |
| <b>PHBR8 Complete Elves</b>  | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| Elven racial variations, stages of life, music, society, Bladesong fighting style, unusual equipment, new magic, artificial limbs, etc. 118 pages.                                     |                              |                         |
| <b>PHBR9 Gnomes and Halflings</b>  | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| Further details the inventive gnomes and stealthily fun loving halflings.  |                              |                         |
| <b>PHBR10 Complete Humanoids</b>   | <b>Crazy Special \$20.00</b> | <b>Normally \$35.00</b> |
| Expands racial parameters of player and NP characters, to include centaurs, giants, leprechauns, ogres, etc.   |                              |                         |

## WES STAR WARS T.ZAHN SUPPLEMENTS

**Crazy Special \$37.00**

**Normally \$60.00**

Timothy Zahn has written three novels that follow on from the end of *Return of the Jedi*. West End Games has released superb sourcebooks that allow you to roleplay these novels in their Star Wars game. So we are offering here the first two of those books - *Dark Force Rising* and *Heir to the Empire*. They are also available separately, as below:

- |   |                              |                         |
|---|------------------------------|-------------------------|
| <b>Dark Force Rising</b>  | <b>Crazy Special \$20.00</b> | <b>Normally \$30.00</b> |
| A 144 page sourcebook based on Timothy Zahn's novel, and has game statistics for all of the characters, aliens, vehicles, droids, planets, and starships show in the novel.   |                              |                         |
| <b>Heir to the Empire</b>   | <b>Crazy Special \$20.00</b> | <b>Normally \$30.00</b> |
| A 144 page sourcebook that details all the major characters, the Imperial City and New Republic, the Dark Jedi C'baoth, new alien races, strange planets, new spacecraft, & the state of the galaxy since the fall of the Empire. All has been taken from Timothy Zahn's novel. |                              |                         |

## ICE ROLEMASTER COMPANIONS SPECIAL

**Crazy Special \$80.00**

**Normally \$154.00**

For this special we will send you all seven Rolemaster Companions. If you've bought the game and feel like sprucing up your gaming sessions, this is the way to do it. All seven titles are also available individually, as below:

- |   |                              |                         |
|---|------------------------------|-------------------------|
| <b>Rolemaster Companion I</b>   | <b>Crazy Special \$12.00</b> | <b>Normally \$20.00</b> |
| Includes 32 new spell lists, 8 more professions, new races, creatures, secondary spells, etc.   |                              |                         |
| <b>Rolemaster Companion II</b>  | <b>Crazy Special \$12.00</b> | <b>Normally \$20.00</b> |
| Includes 65 new spell lists, over 100 optional skills, & Master Tables of all Rolemaster skills.  |                              |                         |
| <b>Rolemaster Companion III</b>   | <b>Crazy Special \$12.00</b> | <b>Normally \$20.00</b> |
| More optional rules, 21 new professions, 40 spell lists, 7 more critical tables, etc.   |                              |                         |
| <b>Rolemaster Companion IV</b>  | <b>Crazy Special \$13.00</b> | <b>Normally \$22.00</b> |
| Assorted new stuff, & checklist of all spells, skills, & optional rules for all Rolemaster stuff.   |                              |                         |
| <b>Rolemaster Companion V</b>   | <b>Crazy Special \$15.00</b> | <b>Normally \$25.00</b> |
| Rules for time travel, Earthnodes, 3 new professions, 26 spell lists, creatures, treasures, etc.  |                              |                         |
| <b>Rolemaster Companion VI</b>  | <b>Crazy Special \$15.00</b> | <b>Normally \$25.00</b> |
| Flexible skill development, emphasis on stat bonuses rather than on stats, rewards for role playing, detailed yet playable tactile combat, etc. |                              |                         |
| <b>Rolemaster Companion VII</b>   | <b>Crazy Special \$13.00</b> | <b>Normally \$22.00</b> |
| Optional combat rules, new martial arts material, fate points, spell lists for vampires & dragons, & new professions. 128 pages.                |                              |                         |

## HARDBACK NOVEL

## TSR THE LEGACY HARDCOVER

**Crazy Special \$20.00**

**\$30.00**

We have quite a few of the limited collectors edition of *The Legacy*, in hardcover format. Life was good for Drizzt Do'Urden, better than it had ever been for the beleaguered dark elf. His dearest friend Bruenor had reclaimed his throne, and Wulgar and Catti-brie were to be wed. Even Regis had returned. All were united in the safety of Mithril Hall. But Drizzt had left a powerful enemy in his wake, Lloth, the dreaded spider Queen. She has vowed to take vengeance upon him, and nothing is safe from her icy talons...

## MINIATURES

### FASA

### 14 PLASTIC BATTLEMECHS SPECIAL

**Crazy Special 14 mechs for \$10.00**

**Normally \$27.00**

For this special we'll send you 14 plastic 1/285th scale BattleMechs for BattleTech - that's less than \$1.00 per mech! These mechs are all direct castings as the Ral Partha metal miniatures, and are identical in size. You get one each of the following mechs: BattleMaster, Marauder, Thunderbolt, Wasp, Stinger, Warhammer, Griffin, Shadowhawk, Rifleman, Crusader, Phoenix Hawk, Locust, Wolverine and Archer.

### GRE

### 25mm RATMEN/SCAVEN (5)

**Crazy Special \$9.00**

**Was \$16.00**

Grenadier have made some excellent Ratmen, the same exaggerated 25mm scale as Citadel's skaven. You get 5 metal figures for this special.

### GRE

### PLASTIC ORCS & DWARVES

We've been able to get hold of large quantities of all six types of Grenadier's plastic orcs and dwarves. They are unboxed, and we are therefore able to sell them to you in any quantity you desire, which means you won't get stuck with that old problem of having just a couple figures too many, or just a couple not enough, because you can only buy them 4 a blister, etc. We have listed below their prices for 1, 10, 50, 100, or 500 figures. You can either specify the exact mix of figures you desire, otherwise we will supply an even number of orcs if you order orcs, or dwarves if you order dwarves. All figures are the 25mm exaggerated Citadel style - by Nick Lund.

	Number of Figures			
	1	10	50	100
<b>Orcs</b>	\$0.45	\$4.00	\$19.00	\$36.00
<b>Dwarves</b>	\$0.45	\$4.00	\$19.00	\$36.00

You may specify either Orc Spearmen, Orc Swordsmen, Orc Archers, or an Even Mix.  
You may specify either Dwarf Spearmen, Dwarf Crossbowmen, Dwarf Axemen, or an Even Mix.

Note: You may order a mix of Orcs and Dwarves if desired.



### RAL

### AD&D 25mm BOXED SETS SPECIAL

**Crazy Special \$70.00**

**Normally \$126.00**

For this special we will send you the four most popular AD&D boxed sets produced by Ral Partha. All figures are in true 25mm scale, and each boxed set is also available separately, as listed below:

- |                                       |                              |                         |
|---------------------------------------|------------------------------|-------------------------|
| <b>RAL10501 Draconians</b>            | <b>Crazy Special \$20.00</b> | <b>Normally \$34.00</b> |
| <b>RAL10502 Heroes of Dragonlance</b> | <b>Crazy Special \$18.00</b> | <b>Normally \$30.00</b> |
| <b>RAL10550 Heroes of FR Realms</b>   | <b>Crazy Special \$18.00</b> | <b>Normally \$30.00</b> |
| <b>RAL10551 Drow Elves of Menz</b>    | <b>Crazy Special \$19.00</b> | <b>Normally \$32.00</b> |

## COMPUTER GAMES

### SSI

### EYE OF THE BEHOLDER III

Prepare to enter the ruins of Myth Drannor in the Forgotten Realms world, where you have to steal an artifact of divine power from the dread liche Avelan. Journey through a graphically stunning forest, mausoleum, temple and guilds, each filled with puzzles and traps. Uses very effective 3-D graphics. Game play is 40 to 100 hours, and features heaps of monsters, new monster allies, and you can use characters from EOB III. *IBM Requires 3.5" 1.44 meg FDD, hard disk, VGA, 386 or better, mouse.* **IBM - \$50.00**

### ELA

### SPACE HULK

This game is easily one of my all time favorites - it does nothing but justice to the boardgame which it faithfully recreates. You lead one or two squads of Dark Angel Terminators in battle after battle against endless hordes of Genestealers. You use a top-down tactical map and "freeze time" to issue orders to your one or two squads, and then you enter the actual real time simulation by taking over any one of the Terminators. At any time you can change to another Terminator by simply pressing one of the function keys - Terminator 5 is F5, for example. Graphics are absolutely stunning, with four different space hulk interiors, including underground, and includes sparking electrical cables, steam pipes, Genestealers hiding in walls, and the Terminators and Genestealers have truly come to life. In most missions you are simply given the weapon mix you use, but during the campaign you can often choose your weapons, from Storm Bolters, Assault cannons, flamers, power gloves, power swords, Thunder Hammer, and Lightning Claws. There are 5 basic missions, 9 advanced tutorial missions, and 37 real missions, many of which are in an interlinked campaign. Sound is superb - even through the PC speaker. Terminators talk to you, warn of ambushes, tell you when the other squad is under attack, you hear metal footsteps on metal gratings, Genestealers screaming in the distance, etc. *IBM Requires: 386 or better, VGA, 3.5" 1.44 meg FDD, hard disk.* **IBM - \$50.00** **AMIGA - \$50.00**

### ELA

### ULTRABOTS

A game for all mech-heads, this is a simulation of a war against alien invaders, in which both sides use huge mecha. You get to command your forces, giving all of your mechs orders from a strategic bunker. You can also take over the control of any of your mechs, and then put them back onto auto-pilot when you've finished. Graphics are stunning, including sundown and sunrise conflicts. All mechs receive power from a grid of power stations, and one of the three mechs actually lays additional stations, which is quite simple to do manually too. *IBM Requires: 386 or better, 3.5" 1.44 meg FDD, hard disk, mouse, VGA, 1 meg RAM.* **IBM - \$45.00**



# Computer games

## COLOR CODE

- New Item Now Available and in Stock
- New Item Not Yet Released

## IBM NEWS - CD ROM

CD ROM is quickly gaining popularity, and who knows, may become the primary format for games in a few years. So we have included those available on the titles that follow. Prices are usually the same or less than games on floppy disk.

## PRE WORLD WAR 2

### BATTLES OF THE U.S. CIVIL WAR Vol 1

SSG

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War. Available on 3.5" FD only. **IBM - \$45.00**

### BATTLES OF THE U.S. CIVIL WAR Vol 2

SSG

Covers the war's middle years, with scenarios of the battles for Chattanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs. Available on 3.5" FD only. **IBM - \$45.00**

### BATTLES OF THE U.S. CIVIL WAR Vol 3

SSG

This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbor, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system. Available on 3.5" FD only. **IBM - \$45.00**

### DIPLOMACY

AH

It's back! Re-released in a smaller box, this excellent computer game is a must have for all Diplomacy players. You can play the game using the computer only, and can have up to 7 computer players, though the computer players do not ever make alliances, so are not much of a challenge. But should you only have 3 or 4 human players, the computer players make great cannon fodder. One of the greatest attractions of the game is that you can use it to resolve the turns when playing the board game. Just type in everyone's orders, and the turn, and it will instantly work out who goes where, and if you've rigged up a printer, it will even print out the results for you, listing centres gained and lost, and asking which pieces to lose when centres are lost. Graphics are extremely crisp CGA. Requires: either 5.25" or 3.5" FDD, and CGA or better graphics card. **\$50.00**

### GOLD OF THE AMERICAS

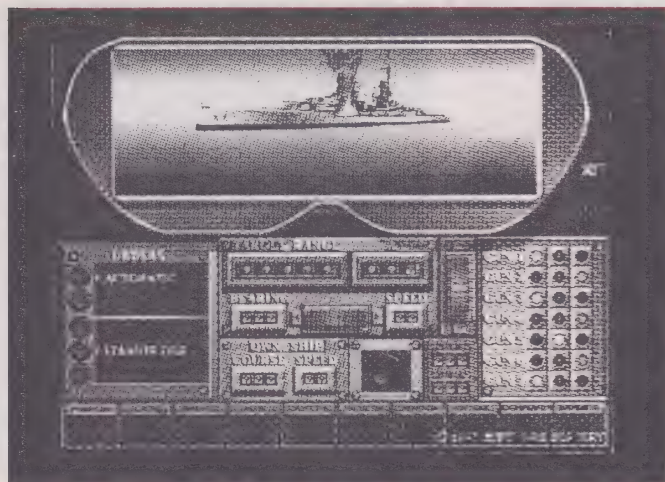
SSG

Covers the violent evolution of the American continent - from discovery by Columbus to the War of Independence. England, France, Spain and Portugal all squabble and compete over the new lands. Accommodates up to four players, or can be solitaire. The historical game or a random game can be played. Players will need to preside over matters of naval trade or aggression, discovery of the new lands, colonisation of those lands, development of colonies, raids upon or conquering enemy colonies, and so on. If you demand too much of your colonies, their loyalty will reduce, and they will eventually rebel - and cause the American Revolution in effect. A good, playable game. Requires 3.5" FDD. **IBM - \$45.00 AMIGA - \$45.00**

### JUTLAND on CD-ROM

SOF

The 14-inch guns of your dreadnought thunder as you order another devastating salvo fired at the enemy line. Your ship shudders with the recoil of the guns, and you peer through the binoculars as the shells arch toward their target. A few well placed hits could sink the enemy, but your squadron is still vulnerable to a torpedo or shell attack that could send your ships down. This is World War 1 naval action like you've never seen before. Calibrate your range finder & stuff your ears with cotton wool. Command a fearsome dreadnought and fight for control of the North and South Atlantic for the entire German Imperial Fleet or the British Royal Navy. Fight a single mission, a battle campaign, or the entire war while commanding one ship, a squadron of ships, or the entire fleet. **IBM Requires: VGA or SVGA, 3.5" FDD, hard disk, mouse, CD-ROM. IBM - \$99.00**



### MERCHANT PRINCE

QQP

Set in the renaissance, ie, 15th-16th Centuries, in this game you can explore the world and rule the high seas, attempting to crush the competition at the same time. You embark from your centre of power, Venice, to seek your fortune. You can find hidden treasures in far off lands and establish trade routes, but this is only the beginning. Your popularity is at stake as you involve yourself with church and state. Has both historical and random world maps, modern play, strong computer artificial intelligence, land and naval trade routes, you can build your own road system, manipulate local politicians, and attempt to inspire the Church & people. **IBM requires: 1 mb RAM, hard disk, VGA, Mouse, 3.5" FDD. IBM - \$90.00**

### THE GREAT WAR: 1914-1918

SSI

Based upon the game system used in *Battle Isle*, this is a tongue in cheek strategy game using WW1 vehicles and units. For one or two players, it presents 30 scenarios that allow strategy enthusiasts to command all the major weaponry used in that era, including infantry, artillery, cavalry, tanks such as the Renault, ships including U-Boats, and planes such as the Sopwith Camel. Inter-spaced with these combat scenarios are wonderful cinematics. Superior tactics do win the games, but they won't necessarily be historical ones. Requires: **IBM 386SX or better, hard disk, 1.44" meg 3.5" FDD, VGA. IBM - \$80.00**

## WORLD WAR 2

### CARRIERS AT WAR

SSG

Contains 5 decisive naval engagements - Midway, East Solomons, Philippine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study. The brand new IBM version contains stunning graphics and combat reports. Requires: **1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA. IBM - \$70.00**

### CARRIERS AT WAR CONSTRUCTION KIT

SSG

Contains 4 color maps and a thick 336 page rulebook, that allows from the smallest variation to an existing battle or the complete design of an original carrier battle scenario. You can build ships and planes, organise them into squadrons and task groups, draft a map and position airbases, coast watchers, etc. Also includes three brand new scenarios: Wake Island, Guadalcanal, and Tarawa. You also have the ability to customize computer artificial intelligence. The huge appendix features the stats on every US and Japanese plane & ship. Requires: **1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA, 386 or better, 2 Mb RAM. IBM - \$70.00**

### CARRIERS AT WAR II

SSI

Fleet carrier actions in the South East Asia 1936-1946. Offers more tension, more excitement, tougher opponents and more dramatic carrier battles. The uncertainty of war is vividly recreated and entire battles can turn on the effects of just one plane. It also allows for broader issues of strategic decisions. The eight scenarios include hypothetical, historical, and controversial, exploring all aspects of tactical and strategic combat between Japan, United States, and Great Britain. It is totally compatible with the Construction Kit. **IBM Requires: 386SX or better, VGA/MCGA, 2MB Expanded/Extended memory, microsoft or compatible mouse, hard disk. IBM - \$90.00**

### CLASH OF STEEL

SSI

An excellent and playable game of the entire World War Two European Theatre, from the invasion of Poland in Sept'39 to June'45. The game is for one or two players, with the Allied player looking after the Western allies and Russia. There is an option for either the western Allies, or Russia, or Germany, to be put under computer control. Which I thought was great, as I wanted to play Russia only. There are six scenarios, or the entire campaign, which takes 60-80 hours. The graphics are stunningly clear VGA, with all unit's looking exactly like the pieces in a board wargame, rated for strength and movement. The strength points go down according to step losses, and the movement points reduce as you move the unit. The units are army or corps sized, and include infantry, tank, paratroopers, engineers, air, naval, and headquarters, etc. There are a random number of impulses each turn, tending to be longer during summer, shorter in winter. Levels of play include beginner, intermediate and advanced. Naval is broken into spheres of operation, much like in the boardgame *War at Sea*. Amphibious operations, strategic bombing, U-Boat warfare, are all included. Another pleasing aspect is *Research*, where there are ten types of technology that you can develop, including AA-Radar, ASW-Sonar, jet-fighters, AT-Guns, heavy tanks, etc. Politics are included, allowing you to flex a limited resource of political muscle to subvert nations into your camp. When producing units, a unit destroyed in combat can be rebuilt at half cost, and all units will appear from 2 to 5 turns after production begins, depending upon unit type. This forces you to plan ahead. Requires: **386 or better, 1.44 meg 3.5" FDD, 2 meg RAM, hard disk, VGA. IBM - \$90.00**

### EMPIRE DELUXE for Windows ONLY

NEW

This game is so popular amongst many gaming circles, that I know of a confirmed MAC addict bought an IBM-PC just to play this game! The game mechanics are simple, allowing players to resolve conflicts from WW1 up to the present day, with troop types including infantry, armor, fighters, bombers, troop transports, destroyers, subs, cruisers, battleships, and carriers. There can be from 1 to 6 computer or human players - and here's the greatest appeal of the game: you can play it with friends using modem, network, or null modem. The game features multiple zoom settings, various levels of play, and a simple to use scenario editor where you can determine anything from the size of the world to the number of players, etc. One of the scenarios provided is an absolute monster game of WW2 - with the entire world! Requires: **286 or better, hard disk, 1.44 meg 3.5" FDD, EGA, VGA, or SVGA. Requires Windows. IBM - \$95.00**

**EMPIRE DELUXE SCENARIO DISK for Windows. Requires as above. IBM - \$40.00**

### FIRE BRIGADE

PAN

The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Korps (the infamous Fire Brigade) was committed for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program. **IBM - \$44.00 AMIGA - \$45.00**

### HIGH COMMAND

360

A detailed simulation of World War Two in Europe. You exercise complete control of the sea, land, and air forces of your alliance. You are in charge of your resources, and have to allocate them to the military, political, and economic operations. The economy also needs to be controlled, including production, which includes shipbuilding, oil, minerals, air bases; research, which includes the economy, rockets, atomic bomb; development, and foreign aid. The game features stunning SVGA graphics. Game options include the effects of the Pacific theatre, a neutral Russia, weather, Spain, Sweden, Turkey, etc. Can be played solitaire or with two players. Requires: **512K SVGA, 386SX or better, 3 meg RAM, hard disk, 3.5" 1.44 meg FDD. IBM - \$75.00**

### GREAT NAVAL BATTLES 1939-43 ADMIRAL'S SET

SSI

This Admiral's Set contains the original game of GNBs as well as all three add-on disks. This game is the most stunning WW2 naval combat simulation ever made. You can be the captain of WW2 German or British battleships and cruisers as you do real time battle against the enemy ships. You can also play from a fleet view of a battle, and can be given a grand admiral view, allowing you to control your entire nation's fleet. The game comes with many battle scenarios such as the hunt for the Bismark, mini-campaigns, and contains the entire 1939-43 campaign. Replays are possible, and the game contains stunning sound and graphics. The first add-on is SUPER SHIPS, which includes the German "H" Class BB, "P" Class pocket BB, "M" Class CL, & "Z" DD. British ships



include Vanguard BB, Lion BB, Bellona CL, Swiftsure CL, & Battle DD. 10 scenarios, and 3 campaigns, the last of which pits the British and German fleets against each other on nearly equal terms. 2nd add-on is AMERICA IN THE ATLANTIC, with all the American ships that could be found in the Atlantic during WW2, presented in a series of scenarios, plus a campaign. 3rd add-on is SCENARIO BUILDER, which allows you to create an unlimited number of North Atlantic battles using all the ships in GNBNA and expansions. You can also modify existing scenarios, and there are game updates to the game system. And another great bonus is a Captain's Campaign, where you start as a destroyer captain, and have to try to climb your way up to Task Force Commander. **Requires: VGA, hard disk, 386 or better, 1.44 meg 3.5" FDD. IBM - \$99.95**  
**GREAT NAVAL BATTLES ENHANCED CD ROM Requires as above + CD ROM. IBM - \$99.95**

## GREAT NAVAL BATTLES II Guadalcanal 1942

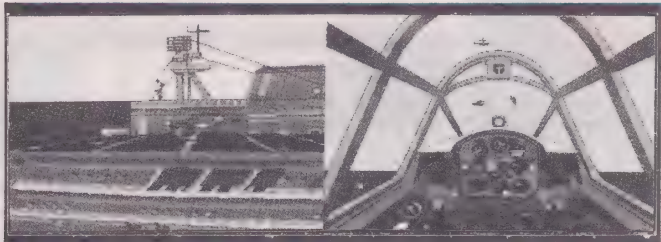
**SSI**  
 This complete game takes us to the South Pacific for 5 tactical battles, 3 carrier battles, and two full campaigns. Play screens are overlaid on real WW2 digitized photographs, adding authenticity and historical flavor. Face enemy forces on land, sea, and in the air, with over 100 different ships and 20 plane types. Night combat is now featured too, with fog and star shells. Features full SuperVGA graphics, ability to record battles, full sound support, improved animated damage control screens, improved filters to allow players to see ranges of selected parameters including gunnery range, ship names, auto centring, map grid, visibility range, & torpedo range. You can command full scale carrier operations, there are improved top down views. All menus have been totally redone and improved, you can view combat from anywhere outside your ship. AI is improved, you can ram the enemy, you can sit in the cockpit of strike aircraft, etc. This game is going to be excellent. **IBM Requires: 3.5" FDD, SVGA, 4 meg RAM, 486, mouse or keyboard, hard disk. IBM - \$90.00 March**  
**GREAT NAVAL BATTLES II CD-ROM Requires as above + CD-ROM. IBM - \$90.00 March**

## HALLS OF MONTEZUMA

**SSG**  
 From the capture of Mexico city in 1848, through two World Wars, Korea, and Vietnam, the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corps' most testing battles. The mechanics are based on BATTLEFRONT system, and includes WARPLAN game design option, and WARPAINT, which gives complete graphic control over the icons. Good detail. **IBM Requires 3.5" FDD. AMIGA - \$45.00 IBM - \$45.00**

## PACIFIC STRIKE

**ORI**  
 Featuring stunning graphics, you dogfight Japan's finest aces from Pearl Harbor to Hiroshima. You can rise in rank as you progress, and can even alter the course of the war. You visit nine Pacific sites, Pearl Harbor, Coral Sea, Midway, Guadalcanal, Solomon Islands, Marianas, Leyte Gulf, two Jima, and Okinawa - you even have a chance to render the atomic bomb unnecessary. You fly 37 missions, including dogfights, bombing raids, strafing runs, and torpedo attacks. You fly the Wilcat, Corsair, Hellcat, Devastator, Dauntless and Helldiver. You can be pilot or tailgunner. As you rise in rank, you can choose wingmen and weapon loadouts. And going by Strike Commander, I presume that this game will be a realistic flight simulator, and not just action like Wing Commander, but I will confirm this later. **IBM Requires: 486 or better, 3.5" FDD, hard disk (20 meg), VGA, 4 meg RAM. IBM - \$110.00 (March)**



## PANZER BATTLES

**SSG**  
 Combined-arms tactical action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous 'What if?') and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics. **IBM requires 3.5" FDD. IBM - \$45.00 AMIGA - \$50.00**

## ROMMEL: BATTLES FOR NORTH AFRICA

**SSG**  
 The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps outwitted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements. **IBM requires 3.5" FDD. IBM - \$45.00**

## THE PERFECT GENERAL TRILOGY

**QQP**  
 This game has made a very good name for itself, containing both hypothetical and historical scenarios. The map graphics are absolutely stunning, and the game interface is simple to use. Players purchase their units before the game starts, and some games include reinforcements. Mechanics include ambushes, "always hit or random hit" modes, the Match Game for two human players, engineers, mines, LOS, armored cars, light, medium & heavy tanks, mobile & drawn artillery, barrages, etc. Different terrain types have great bearing upon movement & firepower, etc. For 1 or 2 human players, or modern play. This trilogy boxed set also contain *The Perfect General World War II Scenario Disk*, including Anzio, Guadalcanal, Kharkov, etc, and *The Perfect General Greatest Battles of 20th Century*, including 1967 Suez, Kursk, Stalingrad, Falklands, Saigon, etc. **IBM Requires EGA or VGA. Thoroughly recommended. IBM - \$90.00**

## V FOR VICTORY Utah Beach 1944

**360**  
 I don't have a SVGA screen, so it was not until a few weeks ago that I first saw this game in action - and I almost fell off my seat. The graphics are a wargamer's heaven. Absolutely stunning. The game is a complete, accurate, and realistic of the Allied invasion of Europe in 1944. Features super VGA graphics, 15 terrain types, 500 units including land, sea, and air; 8 types of combat, 5 artillery missions, weather and weather forecasts, one or two player modes, optional limited intelligence, traffic control and logistics, 6 scenarios & the complete campaign, and 11 historical variants. Includes a 156 page manual. **Requires: 286 or better, 512K Super VGA, 2 Meg RAM, Mouse, hard disk, 1.44 MB 3.5" FD. IBM - \$90.00**

## V FOR VICTORY Market Garden - Arnham 1944

**360**  
 Another classic wargame using the most stunning super VGA graphics on both the maps and unit counters. With this game, as the British commander you have to take and hold bridges over three major rivers to secure a foothold across the Rhine. As the Germans you have to hold back the Allied advance and destroy the airborne divisions. There are 7 scenarios, including a campaign game of "A Bridge Too Far". There are numerous options and historical variants. There are 500+ units, 13 terrain types, 9 types of combat, hour by hour weather, etc. **Requires: 386SX or better, 3 MB RAM, 512K Super VGA, Dos 5.0, hard disk, 1.44 MB 3.5" FDD. IBM - \$90.00**

## V FOR VICTORY Velikiye Luki - 1942

**360**  
 At last, a V for Victory title on the Russian front. As the German commander, you must rescue your encircled forces that are holding out at the ancient fortress town of Velikiye, while protecting the Vitebsk-Leningrad railroad, vital to supply Army Group North. As the Russian, you have to stop

him and advance up the railway line. Includes 7 scenarios that break up the conflict into stages, or the complete campaign. Graphics are absolutely stunning, and the game includes Russian Guards, ski brigades, & horse cavalry units. **Requires: 386SX or better, 3 MB RAM, 512K Super VGA, Dos 5.0, hard disk, 1.44 MB 3.5" FDD. IBM - \$90.00**

## V FOR VICTORY Gold - Juno - Sword

**360**  
 The latest in the series, this game takes you back to the Normandy beaches. As the allies you have to take and hold a beach head large enough to secure a foothold in Europe, and open the second front against Germany. As the German player you have to throw them back into the sea. There are six scenarios, which include the 6th Airborne Division holding the Orne bridges; the elite 12th SS Hitler Youth Division attacking the British 3rd London Infantry Division; the Commonwealth 1st and 30th Corps advancing to Caen after breaking out of the beachhead; a hypothetical German counter attack; the British 7th and 50th Divisions attempting to seize and hold Villers-Bocage; and the powerful German 9th and 10th SS Panzer Divisions launch a counterattack against the British 11th Armored Division; and the campaign game. **Requires: 386SX or better, 3 MB RAM, 512K Super VGA, Dos 5.0, hard disk, 1.44 MB 3.5" FDD. IBM - \$90.00 MAC - \$90.00**

## WAR IN RUSSIA - By Gary Grisby

**SSI**  
 Gary Grisby has totally redone *SECOND FRONT*, using many of the excellent aspects of *PACIFIC WAR*. It is for 1 to 2 players, with 8 historical scenarios, 1 hypothetical scenario, and 4 campaigns. The complete campaign takes up to 70 hours. Units are German Corps and Russian Armies, but stacking limits have rectified the loop-hole of Second Front where you could place three Panzer Divisions and five infantry Divisions in one Corps. Tank & mechanised corps, Panzer and Pz Grenadier Divisions, have 3 stacking points, independent sub-units have 0 stacking points, and all other units, such as infantry divisions, have 1 stacking point. A German Panzer Corp, and a Soviet Tank or Shock Army, can take 9 stacking points. You can put more than 9 SPs if you desire, but the unit will lose readiness. eg, if there are 15 Sps, you will lose 75% of the unit's readiness. A Soviet infantry army takes 5 SPs, and an Axis infantry corps takes 3. If this unit has 8 infantry divisions, it will now have a SP of 8, and suffer 50% readiness loss. Another bug fixed is that you can no longer transfer divisions and sub-units from any unit to any other unit. Firstly, a corps or army must be 50% or more readiness or you cannot transfer anything in or out of it. Secondly, the maximum distance units can transfer is the worst supply level of the two units. eg, SL is 3, so max no. of hexes to be transferred is 3 hexes. Another major loop-hole of Second Front was that any unit could move any distance at all on the map. No longer! Now in march mode, infantry units can move up to 5 hexes, and mechanised up to 10. Combat plotting is still the same as before, with infantry moving a max of 2 hexes, and mechanised 5. But you will lose 10% readiness per hex, so armored units will no longer want to move 4 hexes and then make an attack. One of the greatest new features of the game are *Operation Points*, as found in *Pacific War*. Each HQ receives an allotment of OPs each turn, based on your resources. That HQ can then move units under its command according to the OPs it has. This can severely hamstring your defense if you lose HQs or have a lot of actions you wish to perform. Crucial units will end up not being moved simply because you had to spend the points on other units even more important. Other features including stunning graphics on all units, just like in *Pacific War*. When you call up a Panzer Division to examine it, and when there is a battle, you will see full color side views of each tank type, gun, armored car, and aircraft. The game even includes a scenario editor, allowing you to change pretty much any aspect of the game. **Requires: 386 or better, EGA or VGA, 3.5" 1.44 meg FDD, hard disk, & 640K RAM. IBM - \$99.00**

# POST WORLD WAR 2

## AEGIS: GUARDIAN OF THE FLEET on CD-ROM

**SOF**  
 A modern day naval warfare simulation puts the latest in military technology at your fingertips. Command the most powerful warship in the world, and match wits against equally well equipped forces in a battle for naval supremacy. As close to reality as national security will allow. More details later. **IBM Requires: SVGA, CD-ROM, hard disk, 4 mg RAM. IBM - \$120 March**

## MacARTHUR'S WAR: KOREA

**SSG**  
 In June 1950 the North Korean Army surged Southward, sweeping aside all who opposed them, and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter invasion of North Korea. Chinese forces then joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts. **Requires 3.5" FDD. IBM - \$50.00**

## HARPOON II

**360**  
 A lot of people are waiting for this anxiously. It is the ultimate contemporary naval warfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic & flexible game system. It has 20 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. **IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 386DX or better. IBM - \$99.00 (April)**

# SCIENCE FICTION

## DOOM

**idSOFTWARE**  
 This game contains three episodes. The first is available free on shareware, but the other two are only available in this retail version of the game. *DOOM* is an absolutely sensational three-dimensional, first person perspective adventure, from the creators of *Wolfenstein 3D*. The graphics and world details are absolutely without compare, and when you move, you can literally pan around - you are not limited to simply left, right, ahead, back. In fact, you can shuffle sideways and sprint. You even bob up and down as you walk and run. The game starts with yourself being a member of a ten man squad sent to Phobos, one of Mars' two moons. The scientific research station there has gone strangely quiet, it was experimenting with dimensional rifts. The moon Deimos has disappeared all together! You are left outside to secure the perimeter while your squad goes in - and when they are wiped out, you realise you're on your own. You then go into the complex on Phobos, where there are nine bases to explore, each containing up to 8 secret rooms or passageways, which open by a push, a trigger you pass over, or by shooting the right panel. You soon encounter hordes of demons of all shapes and sizes, as the dimensional rift was inadvertently opened into hell! Please note that I have only played the first episode in this game, on the ultra-violence option. As such, it is rather gory. But the 2nd and 3rd episodes are reputed to be so sickening that I have not even attempted to play them - the 3rd is like *Indiana Jones & the Temple of Doom*. But to the first episode I am totally addicted, there is simply nothing like it. You can find and use a pistol, shotgun, chaingun, rocket launcher, chainsaw, and can find health packages, armor upgrades, computer maps, invisibility suits, anti-radioactive suits, etc. The graphics include stunning outdoor views of Phobos' mountain ranges, and if you can find the secret doors, you can go outside too. Tactics such as covering fire, shooting from corners, etc all work, and you can even trick the demons into fighting each other! Man I hate those walking dump-truck demons! Another great plus is that you can play the game on a network, with 2 to 4 people working together or against each other. A totally addictive game, but be warned, episode 3 is really grotesque. **IBM requires: 3.5" FDD, hard disk, VGA, 386 or better, 4mb RAM. IBM - \$70.00**

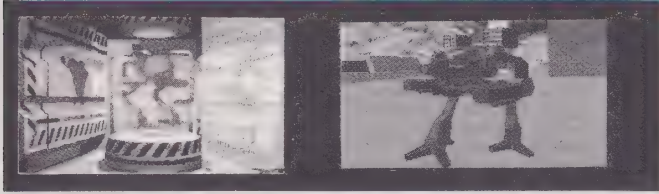
## MECHWARRIOR II - THE CLANS

**ACT**  
 This game we've been waiting for. With the Clans comes a new reality, a world of sights, sounds, & action that can bring you to the brink of sensory overload. Feel what it's like to control



100 tons of pure hostility, with enough fire power to vaporize a squadron of F-15s. In these battle-mechs you are launched into the most eye popping missions imaginable. Each mission is a frenzied fight for victory, honor and the glory of the clan. You can even go one on one in real time via modem. You can even pilot any one of the sixteen Clan omnimechs, from the 20 ton Dasher to the 100 ton Dire Wolf with its 50 ton weapon pod, and you can choose which of 40 weapon systems to put in your pods. There are literally hundreds of missions in every conceivable environment, and you can play individual missions or play a complete career. Let me at 'em! IBM requires: hard disk, VGA, 486, 3.5" FDD, mouse, 4mb RAM.

IBM-\$99.00 September



#### REBEL ASSAULT on CD-ROM

**LUC**  
An absolutely huge game for CD-ROM. You start off playing the part of a rebel on Tatooine, flying training craft in the Rebel Alliance. Once you have completed your training course, you move on to flying against the Empire. You fly all manners of Rebel fighters, taking on TIE fighters, Star Destroyers, and the like. You even take on Imperial Walkers. There are heaps of graphical delights and a huge sound track. IBM Requires: CD-ROM, VGA, hard disk, 4 mb RAM, mouse. IBM - \$99.00

#### REACH FOR THE STARS

**SSG**  
This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advanced, which are both very different. It can be played solitaire against 3 computer opponents, or with up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple battlefleets and storm troopers - ready to conquer the galaxy! The game is both an economic and military challenge. Have you ever played in a Play By Mail game in which you wished the turn around was five minutes and not two weeks? Well, that's what this game is like - PBM heaven. This game can be played PBM. Each player does his turn, ends his turn and enters the next players turn, saves, and posts it to the next player. Simply make all battles be to the death.

AMIGA - \$45

IBM - \$45

#### STRIKE COMMANDER

**ORI**  
This game is absolutely nothing like WING COMMANDER. If you want a fast action shoot'em up, then don't buy this game. This game is like a real flight simulator - that is, it's flippin' hard to hit anything at all - a plane or even a ground target. Taking off is easy, and though landing is not, the computer can always auto land you if desired. But everything else takes lots and lots of practise, even trying to do a tight 180 degrees. Graphics are, however, stunning. A game pop-up option panel lets you play with all the various levels of graphics, and you can end up with entire cities, with roads, fields, buildings, etc; and the aircraft graphics are just as good. Definitely a game for the real flight sim buffs. Requires 386 or higher, DOS 5.0, 4 MB RAM, VGA, 27-33 megs on hard disk, 1.44 MB 3.5" FDD & does not support disk compression utilities.

IBM - \$99.00

**STRIKE COMMANDER PLAYTESTER'S GUIDE** Handbook of hints and tactics. \$25.00

**STRIKE COMMANDER SPEECH PACK** \$45.00

**STRIKE COMMANDER TACTICAL OPERATIONS** A new mission disk. \$45.00

**STRIKE COMMANDER CD-ROM** Requires as above plus CD-ROM. \$99.00

#### SYNDICATE

**ELA**  
A corporate syndicate take over of the world, set in a cyberpunk dark future, using a team of cyborg soldiers. You gain both technology and weapons throughout the game, which costs money. Money comes from taxing conquered areas. You are competing against 7 other syndicates. Your cyborgs are either recruited during missions, or picked up and given a full body conversion after being run over by a car (on purpose of course!). There are fifty or so missions, using superb partial down-view 3-D graphics. Each mission requires your cyborg team to achieve something that will further your attempt to rule the world. Missions include corporate extractions to steal important people from rival syndicates, assassinations of political and military targets, retrieval of required items, etc. Graphics used to connect various scenes together, such as the intro and mission debriefings, are breathtaking. Please note that this is a very dark game. Requires: 512K SVGA, 386SX or better, 4 meg RAM, mouse, hard disk, 3.5" 1.44 meg FDD. IBM - \$90.00 AMIGA - \$80.00

**SYNDICATE DATA DISK** More missions to solve. Requires as above. IBM - \$35.00

#### TIE FIGHTER

**LUC**  
Following on the heels of the immensely popular X-Wing, there comes TIE Fighter. You play the part of an Imperial pilot flying different models of TIE fighters as you attempt to hunt down and destroy the Rebel Alliance. I have played a demo copy of this, and the graphics and game mechanics are the same as X-Wing - so if you liked that, you'll love this. More details later. IBM Requires: 3.5" FDD, 4mb RAM, hard disk, VGA, mouse.

IBM - \$99.00 June

#### WING COMMANDER

**ORI**  
This game is without doubt the best computer game ever designed, both with unequalled graphics and playability. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space (even better graphics than BATTLESTAR GALACTICA!) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jalithi, with 6 guns they are murderous), and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. IBM requires 1.44 MB 3.5" FDD, hard disk, VGA, 286 or better. Note New Cheaper Prices

IBM - \$50.00

#### WING COMMANDER #1 DELUXE

**ORI**  
This contains WING COMMANDER #1, and SECRET MISSIONS 1 and 2. SM #1 is the first sequel to WING COMMANDER, and players can transfer their character to this mission. The Kilrathi have designed a new super-weapon, and have destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, but the enemy are thick and fast - over 250 enemy fighters and capital ships to destroy! Has four new ship types, plus a mission selector for WING COMMANDER. SM #2 is the second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & it's fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 126 missions before you can save the new

allies. Requires 1.2 MB 5.25" or 1.44 MB 3.5" FDD, VGA & hard disk  
WING COMMANDER & SECRET MISSIONS 1, 2 on CD-ROM

IBM - \$90.00  
IBM - \$99.00

#### WING COMMANDER II

**ORI**  
The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2664, ten years since the TIGERS CLAW was destroyed by Kilrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialled and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planetside, and on a new space carrier, as you battle against murderous Kilrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! New graphics for take-off and landing sequences will leave you stunned, as will improved graphics following character interaction as the thirty mission story continues. You will get to converse with pilots, officers, repair crews, renegade Kilrathi, and so on. The new Kilrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. (The graphics of ejected wingmen spinning helplessly through space while sitting in their chairs is amazing.) The game takes up 11 to 15 meg on the hard disk! Requires: hard disk, 1.2 MB 5.25" or 1.44 MB 3.5" FDD, 286 or better, and VGA.

IBM - \$50.00

WING COMMANDER II, SPEECH ACCESSORY, S.O.P.S.I. & II - CD ROM

IBM - \$99.00

WING COMMANDER II & ULTIMA UNDERWORLD CD-ROM TWIN PACK

IBM - \$99.00

#### WING COMMANDER PRIVATEER

**ORI**  
The best Wing Commander yet. You play the part of a profit seeking privateer in the Gemini sector, smack into between the Kilrath Empire and infested nests of pirates and religious fanatics. You start the game with a rustbucket of a merchant scout, and can start earning a dollar by buying a selling goods according to supply and demand, collecting bounties on pirates or mercenaries heads, by delivery cargo for a merchants guild, or by clearing nav points of Kilrathi or pirates. You can even be a pirate, blowing up ships and stealing their cargo with your tractor beam, to resell later. What do you do with all this money? Well, first there are heaps of upgrades you simply must buy for your ship - stellar maps, ECM packages, repair droid, bigger guns, bigger engines, bigger shield generators, etc. And then there are three bigger ships you can buy, a powerful merc gunship, a huge merchant cargo ship, or a bounty hunter heavy fighter - which is more powerful than any other fighter in any other Wing Commander. There is a 20+ mission campaign involving discovering a new alien race and getting a super-weapon from them, but its rather hard. Apart from that, there are unlimited profit money missions you can fly, and there are 70 star systems you can explore to your heart's content. Graphics are better than ever, and you can land on planets, mining bases, recycling bases, pleasure worlds, a military space station, etc. Requires 386 or better, 2 MB RAM, VGA, 1.44 MB 3.5" FDD, hard disk.

IBM - \$99.00

WING COMMANDER PRIVATEER SPEECH PACK Requires sound card.

IBM - \$35.00

**PRIVATEER RIGHTEOUS FIRE** A mission disk for Privateer, in which your Steltek gun is stolen. As you try to recover it, you find an unholy alliance between the Kilrathi and Retras. IBM - \$45.00

## FANTASY

#### CONQUERED KINGDOMS

**QQP**  
A fantasy wargame set in the medieval world of Cascadia, an untamed land of conquest and glory. Invade castles, fly over mountains, and use forests to your advantage as you battle your way to becoming the reigning king. There are 9 scenarios with color maps provided, a random map generator for battle scenes, options to use basic and/or fantasy units such as cavalry, catapults, archers, swordsmen, wizards, dragons, gargoyles, phantoms, etc. Strategy and tactics feature heavily, optional modern play, full campaign conquests with advancement, 21 levels of computer AI, or play against a person, etc! IBM Requires XT or greater, mouse, hard disk, EGA/VGA, and supports Soundblaster or AdLib.

IBM - \$90.00

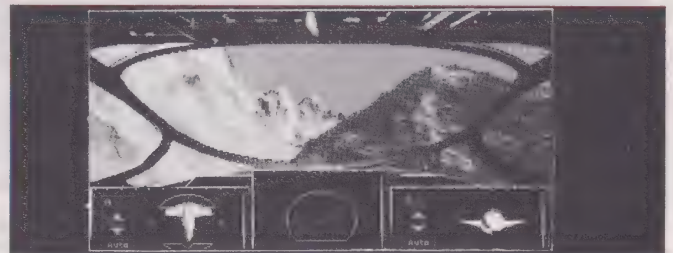
#### INCA II Wiracocha

**COKTEL**  
The second episode of the famous ethno-fiction saga, this is an interactive movie. Thanks to the power he amassed during the previous INCA adventure, the Great Inca Eldorado has at last reunited the four quarters of the empire. But a mysterious asteroid is menacing the harmonious balance that our old and powerful Planet has built up over the centuries. Has Aguirre the conquistador really managed to gain control of the asteroid? You play the part of Atahualpa, the theohod son of Eldorado, and set out to counter this new threat. IBM Requires: 2 mb RAM, 3.5" FDD, hard disk, VGA, microsoft compatible mouse.

IBM - \$90.00

INCA II Wiracocha on CD-ROM Requires as above + CD-ROM.

IBM - \$99.00



#### LOST IN TIME Part I and Part II

**COKTEL**  
Another interactive movie that uses real actors. You play the part of Doralice, caught up in an unusual adventure involving two interlocking episodes to bring you greater entertainment. Strange places: a mysterious Breton manor house, a galleon surging up out of the past, a bewitching tropical island, and strikingly true-to-life characters: Melkior the secret agent from the future, Delia the fortune teller... They all feature in a scenario that has been carefully plotted and brilliantly directed. But who is Doralice supposed to save? You'll find out by going back in time and working out the clues of an intriguing plot. IBM Requires: VGA, 3.5" FDD, hard disk, Microsoft compatible mouse, 286 or better.

IBM - \$90.00

IBM CD-ROM - \$99.00



#### RETURN TO ZORK

**INF**  
Also an interactive movie that uses real actors and containing over one hour of spoken dialogue



and 180 original compositions. The Great Underground Empire of Zork has been discovered by the IT&L Corporation - and as a result have released into the world the great evil. You have to go into the underground empire and save it from this evil. A rather strange and mesmerizing adventure of danger, intrigue and cunning with an amazingly diverse territory to explore. You can take snap shots and record conversations during game play, to review later. **IBM Requires: hard disk, VGA, 3.5" FDD, mouse** **IBM - \$99.00** **IBM CD-ROM - \$99.00**

## SHADOWCASTER

There's been a lot of noise about this game, but I did not really know why until I sat down and looked at the box in more detail. You can morph at will. That's right, your human character has six metamorphs, feline, floating eye, gremlin, frogman, flame lizard, & terramental. Each form has its own weaknesses and powers. You can replay the adventure in a number of different ways, you don't have to solve it in just one way. Fly, swim, run indoors and out, through dungeons, caverns, castles, mines, volcanoes and underwater caves. The game basics can be mastered quickly. You can concentrate on combat and puzzles, no mapping, resting, eating or spell memorization, & very little text, just lots of action throughout. The realistic and outstanding 3-D graphics allow you to pan around, just like in *Castle Wolfenstein 3-D*. Features a stunning soundtrack & sound effects. **IBM Requires 386DX/33 or better, 4 mg RAM, 16 meg on the hard disk, VGA, 3.5" FDD.** **IBM - \$99.00**



## ULTIMA VII Part Two: Serpent Isle

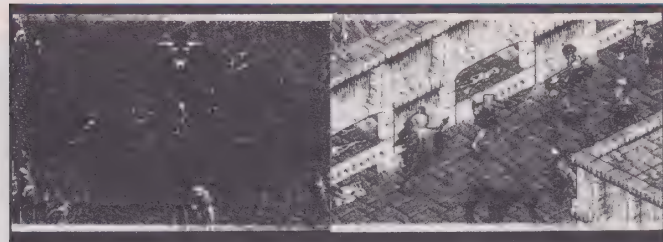
You explore the Serpent Isle, where you discover a grave imbalance between the forces of order and chaos. Adventure deep into frozen wastes & chart the mysterious interdimensional Ethereal Void. There are new large close ups of all characters, almost photo quality. There is improved inventory control, with a full screen picture of your character, showing all clothes & weapons, and there are new magical powers, etc. **Requires 386 or better, 2 MB RAM, hard disk, VGA, 1.44 MB 3.5" FDD.** **ULTIMA VII Part Two: Serpent Isle Cluebook** **IBM - \$90.00** **IBM - \$25.00**

## ULTIMA VII: Quest for the Silver Seed Add-On Disk

An add-on disk with new missions for *Ultima VII: The Black Gate*. **Requires: as per Ultima VII Part Two.** **IBM - \$50.00**

## ULTIMA VIII: Pagan

Time and again you have proven yourself a powerful threat to the Guardians plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Without allies or even a familiar frame of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian. Includes intense magic & fantasy, a closer blend of fantasy and reality, you can interact with the natives, incredibly smooth and lifelike animation, 400 frames of art per character, and 1200 for the Avatar. The game uses a new more natural perspective, and has a brilliant sound track and sound effects. **IBM Requires: 3.5" FDD, 386DX33 or better, hard disk, VGA.** **IBM - \$110.00 March** **ULTIMA VIII SPEECH ACCESSORY PACK** **Requires a sound card.** **IBM - \$35.00 March**



## WARLORDS

1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. The mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurb on the box, which well sums up the friendly atmosphere. (We have been asked by customers to add a warning to this game - it is extremely addictive!) **Note: the IBM version is an improved version.** **IBM - \$50.00** **AMIGA - \$50.00** **MAC - \$50.00**

## WARLORDS II

The long awaited sequel to *Warlords* is here - and it is greatly improved. It is for 1 - 8 players, any of which can be computer controlled. Computer intelligence is good, with levels being knight, lord, or warlord. An amusing option when playing against computer opponents is *I am the greatest*, which makes them all attack you all-out from the first turn. One of the greatest attractions of this new version is **random maps** - an unlimited number of them. You can even choose the percentages of woods, hills, water, etc. One brilliant quick-start option allocates all of the cities to the eight players, so you do not need to rush about exploring and gathering an industrial base - just produce armies and start kicking butt straight away! There are **heaps** of new unit types, such as giant spiders, scouts, wolf riders, pikemen, elephants, etc. Cities that can only produce one or two troop types, can invest gold in buying the ability to produce other troop types of your choice. Heroes can still romp around the map looking for talismans and allies (and unwittingly trip over monsters who are trying to stop them!)

Another great attraction of this game is that it contains **diplomacy** - even against the computer players. You can be in one of three diplomatic states with all of your opponents: allied, where you **should not** attack his units or cities; neutral, you can attack his units but **should not** attack his cities; and hostile, where you can attack freely cities or armies. In the diplomatic action screen you can change the way you wish to deal with another player, and it is in your advantage to declare war on someone first and attack him second. If you backstab him, all the computer players will lower their ratings of you and if you are rated the lowest, they will all declare war on you. **Requires: IBM 386SX or better, 3.5" 1.44 meg FDD, hard disk, VGA, 2 meg RAM.** **IBM - \$75.00**

## ADVANCED DUNGEONS & DRAGONS

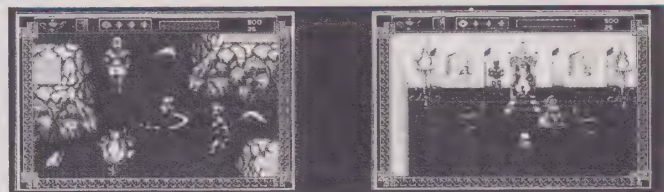
### DARK SUN - Shattered Lands (Includes Clue book)

Well, after two years waiting, the game has finally been released. The game is about adventuring in the savage Dark Sun world of Athas, in an endless wasteland, containing a handful of cities ruled by thousand year old sorcerer kings. Your party begins as slaves in the city of Dray, condemned to die as gladiators in the arena. You have to escape into the hostile wilderness, join with other slaves, and create a rebel force powerful enough to destroy the evil king's army. The game takes full advantage of 16-bit computers. Contains new races and monsters, with higher characteristics, over 200 spells, Pool of Radiance style combat, and 50 - 100 hours game play. Takes up over 10 meg. **Requires: VGA, hard disk, & 1.44 MB 3.5" FDD, 386 or better.** **IBM - \$99.00**

### AL-QADIM The Genie's Curse

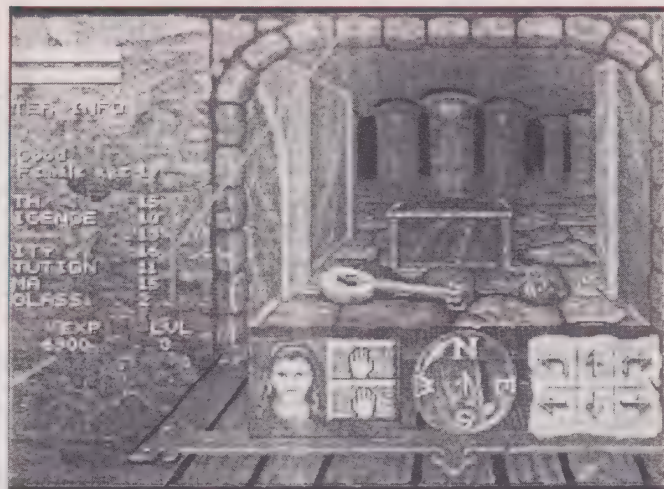
The player takes the role of an outcast whose once mighty clan has been dishonored by treachery and sorcery. His only chance to get back honor and respect for his family is to challenge the Genie Lords, and he must use courage, strength, and cleverness to reach his goal. Features variable difficulty levels, a vast number of magical items, real-time puzzles to be solved, you'll encounter Genies, sorcerers, wise hermits, & other mysterious beings each with their own secrets and challenges. There are over 40 hours of game play. **IBM Requires: 386 or better, hard disk, VGA, 3.5" FDD.** **IBM - \$90.00 April**

**AL-QADIM The Genie's Curse CD-ROM** **Requires as above + CD-ROM.** **IBM - \$90.00 April**



### DUNGEON HACK (FORGOTTEN REALMS)

Set in the Forgotten Realms, this game features a revolutionary randomised dungeon generator and can handle custom setups to deliver literally countless hours of subterranean adventure. There are **4 billion** dungeons possible! It is a single character role play adventure. You have six races and 12 character classes to choose from. You can select different dungeon difficulty levels for puzzles and traps, and created dungeons can be passed onto friends. The game also keeps track of all the monsters you bash, and a record of each of your characters in a hall of fame. Over fifty monsters are included in the Bestiary. **IBM Requires: hard disk, 3.5" FDD, 386 or better, 2 mb RAM, & microsoft or compatible mouse.** **IBM - \$99.00** **DUNGEON HACK ON CD-ROM** **Requires as above + CD-ROM.** **IBM - \$99.00**



### FANTASY EMPIRES

For up to five players (with there being a pool of twenty computer players to choose from), you begin the game as a leader of a kingdom. You build your own D&D empire and rule Mystara by creating alliances and defeating enemy kingdoms. A computer DM mediates all elements of game play. You can command dozens of troop types including ballistas, elves, dwarves, etc., interact with fantastic races, send heroes on quests that can provide all sorts of magic items such as rings and swords, and construct a variety of buildings and fortifications. Combat occurs real time with a spectacular overhead view. **Requires hard disk, 1.44 MB 3.5" FDD, 386, mouse, VGA.** **IBM - \$90.00** **FANTASY EMPIRES ON CD** **Requires as above + CD-ROM.** **IBM - \$99.00**

### RAVENLOFT: STRAHD'S POSSESSION

Strahd's got evil plans afoot, and your player character will be hard put to stop him. The plot is captivating, intense dungeon delving is required, and the music is dark and forboding. There are over 30 Ravenloft creatures to bash, 60 Mage and Priest spells to master, and over 30 character faces to choose from. You can pan about with your character as you walk about in the 3-D world.





There are no right angle turns necessary, the game-play viewing window takes up most of the screen, graphics are extremely crisp and detailed, maps are automatically updated, you can put notes on them, and even print them. Over 100 hours game play. **IBM Requires: 386 or better, hard disk, VGA, 3.5" FDD.**  
**RAVENLOFT: STRAHD'S POSSESSION ON CD Requires CD-ROM. IBM - \$99.00 April**

### STRONGHOLD Kingdom Simulator

SS1

This is an extremely mesmerising game. You start the game with yourself as baron and with 4 party characters. Each of the 5 characters starts to build a manor, which can grow almost infinitely in size and quality. The baron first builds a castle, and the party members build keeps. Your 5 characters can also be selected from the races/classes of elf, dwarf, fighter, thief, cleric, or halfling. Elves cultivate trees the best, producing more income and produce than any other character class. Dwarves are best at mining rock resources; fighters are the best in combat. Halflings are the best. They excel at farming, and are almost as good as the elves in tending trees and the dwarves in mining. Basically, each of your five characters will produce, or recruit, off-spring, and these will spread out from the original castle and keeps. Once they are in a plot of land that has no constructions, providing you have money in the bank, you can start to build something in that plot, whether farms, houses, guild halls, money vaults, etc. Over two dozen basic building types can be built, and each class has it's own building types as well. Most buildings or farms, woods, etc, can be upgraded several times, so that in the end what began as a wood ends up a profitable orchard. Graphics are stunning, with a 3-D view of the whole world, regardless of where you stand. Once your empire gets rather big, you can see farms and houses stretching away until they are too small to distinguish. The game is also a combat simulator, where you can both defend your home empires from attack from hordes of AD&D monsters and villains, or you can go hunting down enemy strongholds. **Requires: 386 or better, VGA, 2 meg RAM, 3.5" 1.44 meg FDD, hard disk, mouse. IBM - \$90.00**

### UNLIMITED ADVENTURES

SS1

You've probably noticed that there are not many AD&D titles left - but not to worry! This game is in fact an AD&D game builder, or construction set! You can build maps with an easy to use grid screen and link them with teleporters, doorways, and stairwells. Choose characters from 112 monsters and NPCs. Design dungeons of your dreams. There is a complete scenario included, which can even be edited. You can use 200 classic art images included, digitised pictures from AD&D, import original art files, combat uses the strategic overhead phased system, and there is easy backup. **Requires: 286 or better, VGA, hard disk, 1.44 MB 3.5" FDD. \$90.00**

## MISCELLANEOUS

### A-TRAIN with CONSTRUCTION SET

MAX

The people who brought us SIMCITY have now brought us an equally gripping rail building game. You start the game with an open space and a small bank loan, and build yourself an empire. You build railroads and business empires with easy menu choices. Survey your realm and check the status of all your trains with the satellite view. Detailed reports track your business holdings and urban development. There are 19 different locomotives to choose from 3 continents, and you can diversify your portfolio by buying and selling up to 24 different OTC stocks. But be careful, because if the stocks crash, you will too. There are six different scenarios, you can build high-rise offices, department stores, hotels, golf courses, amusement parks, stadiums, ski resorts, etc. CONSTRUCTION SET allows you to build landscapes, place tracks and trains, develop towns and cities etc, without any money restraints. You can modify scenarios or build new ones, you can move mountains, create rivers, lakes, make fields, orchards, modify saved games, run up to 27 trains at once, etc. **Requires: EGA, VGA, hard disk, 5.25" or 3.5" FDD. IBM - \$90.00**

### SIMCITY CLASSIC

MAX

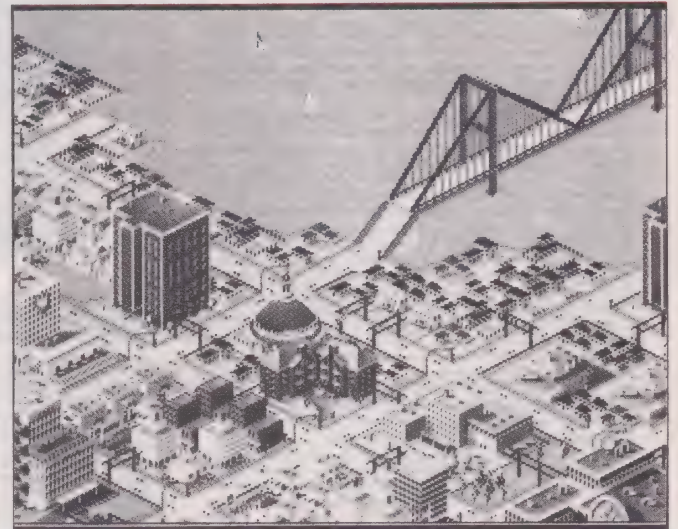
This is one of the most original and addictive computer games available - you are a city planner, given the task of designing a city that will grow and develop to successful proportions. There are six preset scenarios, each with a given task for you, the city planner, to resolve. But there are also dozens of blank maps to work on, including islands and river sites, upon which you can build a city from scratch. You control where to place roads, highways, and railways, and residential, commercial, industrial areas, plus airports, harbours, fire stations, police stations, sports stadiums, etc. The goal of the game is to please the population, in which case they will stay in your city, and others will migrate, but the people are fussy, and will complain about traffic congestion, pollution,

housing costs, taxation levels, unemployment, crime, and so on. You can control each of these factors by building better road systems, keeping industry away from residential areas, lower taxes, and so on. And the challenge to meet is to build a city up to 500,000 population (and I know of only one person to have reached this target!). The graphics and animation are superb, and game mechanics are all pointer controlled, and easy to use. Thoroughly recommended! **This re-packed version includes the Terrain Editor, a necessary tool to build cities up to 500,000. One of the cities provided as a scenario has \$11,000,000 dollars, so you can set taxes to \$0. Requires hard disk, CGA, EGA, or VGA, 3.5" or 5.25" FDD. IBM - \$90.00**

### SIMCITY 2000

MAX

At last it's here - the completely revamped version of Simcity, with 3-D views available at three magnification levels. Specially designed for VGA, can be played as a beginner or with options turned on as an expert. You can create and then run your own cities, or run any of the cities provided. If you do a good job of running your city, people will flock to it, otherwise they'll leave - so practise is required to learn their likes & dislikes. You can build residential, industrial, & commercial zones, including things such as highways, tunnels, on-ramps, bus depots, parks, zoos, marinas, police stations, airports, harbors, police stations to control crime, educational facilities, churches, and alternative power sources such as gas, solar, micro-wave, etc. It features 64 levels of altitude, an underground level for water, subways, variable sized zones, more city services, terrain editor, local newspaper for events, angled roads, new disasters, etc. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. **Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, 3.5" 1.44 meg FDD. MAC - \$99.00 IBM - \$99.00**



## FAULTY PROGRAMS

If you have received a faulty disk for any reason - do not send it back to us! If you do, it will sit in our damaged section until someone has time to send it off to be repaired. Instead, give us a call or a letter, and we will give you the details of the Australian company which distributes the game. This company will give you a Return Authorisation number so that you can return the disks to them, they will fix the disks, and then send them straight back to you. This way you cut us out from being the middle man, and will get your repaired disks much sooner than otherwise.

# OSPREY HISTORICAL Reference Books

## COLOR CODE

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## LEGEND

### MAA Men-At-Arms Series

An unrivalled series of authentic, detailed, history of the world's fighting men, complete with color plates of uniforms, shield and heraldic designs, armor, etc. Usually 40 - 48 pages.

### VAN Vanguard Series

A series written and illustrated by experts on 20th century warfare, with a bias towards armored fighting vehicles. Each book contains color plates showing paint schemes, and photos from public & private collections.

### NVA New Vanguard Series

Comprehensive history of the design, development, and operational use of famous tanks, including 8 pages of color plates & insignia designs.

### ELITE Elite Series

Detailed and authentic information on the history and appearance of the world's fighting men. Usually 64 pages, with 12 pages of color plates.

### CAMP Campaign Series

Authoritative and detailed accounts on great battles of history, including maps, charts, color plates, & notes to wargamers, etc.

### WAR Warrior Series

Definitive source of information on weapons, armor, and tactics of successful arms of fighting men. 64 pages, including 12 of color plates.

### AMEP Australian Military Equipment Profiles

A very professional new series produced right here in Victoria, with the

aim of presenting extremely detailed profiles of Australian military equipment.

## ANCIENT ERA

### CAMP7 ALEXANDER 334-323 BC

A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. The book details tactics, troop types, and covers actual battles. **\$27.95**

### MAA109 ANCIENT ARMIES OF THE MIDDLE EAST

Covers the armies of the Biblical era, including Egyptians, Palestinians, Assyrians, Hebrews, Hittites, Lybians, etc. Plates by McBride. **\$19.95**

### MAA30 ATTILA AND THE NOMAD HORDES

Covers the masses of hordes to come from the Steppes in Asia during the 3rd to 7th centuries AD, including the Huns. **\$19.95**

### MAA46 ROMAN ARMY: CAESAR TO TRAJAN

Details the tactics, armor, command structure, and history of the Roman army during its most famous days. **\$19.95**

### MAA93 ROMAN ARMY: HADRIAN TO CONSTANTINE

Rome's glorious days are over, but its army is still locked in furious combat to survive. Details tactics, armor, history, battles, etc. **\$19.95**

### MAA180 ROMAN'S ENEMIES: ARMIES OF SPAIN

Rome fought many difficult battles in Spain leading up to 20 BC. This book details the Iberians, Celtiberians, Lusitanians, eburac, castris, etc. **\$19.95**

### MAA243 ROMAN'S ENEMIES: THE DESERT FRONTIER

Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. **\$19.95**

### MAA158 ROMAN'S ENEMIES: GALIC & BRITISH CELTS

Gauls and British cells are two of Rome's most famous and thought of enemies. Learn about their tactics, defeats, victories, etc. **\$19.95**

### MAA129 ROMAN'S ENEMIES: GERMANICS & DACIANS

The vigorous northern 'barbarians' who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians.

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Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years, giving tactics, weapons & campaigns. Also detailed are the Sassanid Persians who overthrew them, plates by Angus McBride. **\$19.95**

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The high years of Ancient Greece, the Athenians versus Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes' defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc. **\$19.95**

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The first of the great armies of horse-archers to come out of the East, though not a Turco-Mongoloid race, they were Indo-Europeans, and contemporaries of Ancient Greece, who they fought and helped. **\$19.95**

## THE MIDDLE AGES

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The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuosity of the French nobles and knights was to lead to their undoing. Read how some 10,000 French were killed for the loss of only 500 English. Tragic stuff. **\$27.95**

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Two of the most important battles in the early years of the 100 Years War, between the French and English. In both cases, French pride and impetuosity cause fatal errors, allowing the vastly out numbered English to obtain crushing victories. **\$19.95**

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The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by Angus McBride. \$19.95

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French knights were considered the flower of European chivalry. This book covers their origins, training, armies of southern and northern France, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. Color plates by Angus McBride. \$19.95

**Q MAA155 GERMAN MEDIEVAL ARMIES**

Medieval Germany comprised a number of states under the nominal control of the Holy Roman Emperor. The history covers princely levies, town leagues, leagues of knights formed to protect themselves from the two former, the rise of the Hussites & their war wagons, the Teutonic Knights, mercenaries, & famous campaigns. Plates by McBride. \$19.95

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Detailing all of the many factors leading up to the Norman invasion of Britain, and the subsequent battle of Hastings, in which the Anglo-Saxon King Harold was killed. Did you know, for example, that William the Conqueror was actually the rightful King of England over Harold, even before the Battle of Hastings? And that the Normans almost failed their attempt to destroy the Saxon shield wall? Good reading! \$27.95

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Details the Knights of the Temple, the feared Templars; Knights of St John of Jerusalem, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas of Canterbury; German Orders, etc. \$19.95

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Examines the rise, history, warriors, armies, and tactics of the most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary. They crushed the Hungarian armies, and by February 1942 were on their way to Vienna, but something happened which caused them to cease their advance and leave eastern Europe, never to return. Plates by Angus McBride. \$19.95

**Q ELITE9 THE NORMANS**

It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman State of the Principality of Antioch, which played a large part in the Crusades. Arms, armor, tactics, and a detailed history are all presented. 64 pages, plates by Angus McBride. \$24.95

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**Q MAA210 THE VENETIAN EMPIRE 1200-1670 AD**

The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had its own fleet, an extremely aggressive merchant empire (3,000 ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). \$19.95

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Extremely detailed look at the development & action of Pz VI B. \$19.95

**Q AMEP KUBINKA: SOVIET TANK MUSEUM**

Okay, so this is not an Osprey book, but when I found out it existed, I had written out a cheque and posted it before you could say Kubinka. This is a 75 page book full of B&W photos of the Soviet Tank Museum Kubinka - a museum that the West did not know existed until a few years ago. Includes French, Hungarian, German, Russian, & modern tanks. \$22.50

**Q CAMP16 KURSK 1943**

An excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. Untested Panthers and Elefants were rushed into action with hundreds of other German tanks, most to perish when trying to traverse mile after mile of Soviet defenses including dug-in AT guns, field guns, mines, infantry, etc. \$27.95

**Q MAA229 LUFTWAFFE FELD DIVISIONS**

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**Q VAN30 POLISH ARMOR 1939-45**

Details the beginnings of Polish armor, the inter-war period, their action during September 1939, where they did better than is generally known, and the following actions involving Polish tank crews who had managed to escape to the West, including action in France 1940 and following D-Day, Italy, Warsaw uprising, & color plates of paint schemes. \$17.50

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At close look at the SS Soldier, his uniform, tactics, actions, etc. \$24.95

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The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. It was a good tank in the opening months of North Africa, and reigned supreme in the Pacific, but was sorely outclassed by German Panther and Tiger tanks. \$17.50

**Q VAN24 SOVIET HEAVY TANKS**

When the Germans invaded Russia in 1941, they received a shock that forever damaged their belief in the superiority of their panzers - they encountered the KV-1. This book covers in great detail the development and history (with many gripping accounts of tank action) of all Soviet heavy tanks of WW2, T-35e, the KV family, and the IS family. \$17.50

**Q MAA216 THE RED ARMY 1941-45**

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Account of the Sherman in US hands, Europe and Pacific. \$17.50

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In the 1930s, Spain erupted into a civil war between the Facists and Socialists. The war was further complicated by other superpowers getting involved, not so much to help either side, but rather as an opportunity to test their weapons and tactics, including Russia & Germany. \$19.95

**Q VAN39 US ARMOR CAMOUFLAGE & MARKINGS**

By Steven Zaloga, a detailed book covering US armor camouflage and markings on their tanks from 1917 till the end of WW2. It covers markings for the interwar periods, as well as during the wars. Heaps of color diagrams, tables, etc, to help US wargamers mark their models. \$17.50

**POST WW2****Q VAN44 ANTI-TANK HELICOPTERS**

Details various individual helicopters and their origins, such as the AH-1G Gunship, AH-56 Cheyenne, Cobra, Mi-24 Hind, their action against tanks in Vietnam, lessons learned from that conflict, further Western developments, the Soviet experience, actions in the Middle East, etc. \$17.50

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**Q NVA2 M1 ABRAMS MAIN BATTLE TANK**

The first tank to use Cobham armor, and arguably the best tank in the world, the Abrams put the US back in the front of the tank race. \$24.95

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Covers T-54/55, T-62, T-64, T-72, etc. \$17.50



## Miniatures rules

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## WRG ANCIENTS RULES HISTORIC

### WRG ANCIENTS RULES 7th Edition

Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. The rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$16.00**

### WRG ARMY LISTS Volume # 1 Ancient Near East 3000 BC - 500 BC

Until now everyone's been using the 6th Edition's three army list books, which are not really compatible with 7th Ed. This first new army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hittites, Egyptian, Hebrew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes foot notes regarding tactics, history, troop types, & some maps. **\$16.00**

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A 90 page book of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, Mayan, etc. Includes foot notes, descriptions, maps. **\$16.00**

### WRG DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat

These are the **best** set of ancient and medieval miniatures wargames rules around. They are simple (just 36 pages), with the most elegant combat system I've seen. You can play with either 25mm, 15mm, 6mm or 2mm figures. All figures are based in elements - eg, all 15mm troops are placed on a base 40mm wide. This has 4 close order infantry, or 3 cavalry or loose order infantry, or 2 light horse or open order infantry, or one elephant or chariot. There are nineteen troop classifications (eg, spears, knights, light horse), each having up to five grades (such as Superior or Fast), and all are either regular or irregular. The combat system is pure magic - only two pages long. And the most important things are the flanks on each one of your elements - each *needs* to have another element on either side. All units have a combat factor against foot and horse. When two elements fight, each player adds 1D6 to his combat factor, and there are a few combat variations to be added or subtracted. If inferior troops score lower than their enemy, they receive a further - 1 (ie, fight goes against them & they lose heart), whereas if superior troops score lower, they get + 1, ie, fight goes against them but they're tough so they just lump it. Normally, if one element scores up to double it's opponent, the opponent retires it's base width. But there are lots of exceptions. If knights (which includes troops such as cataphracts & Macedonian Companions) recoil spears, pikes, warband, psiloi, etc, they are destroyed. If psiloi recoil elephants or suicidal chariots, they are destroyed. If one element scores double or more than its opponent, the opponent is normally destroyed - but again there are many exceptions. Foot elements that score double that of light horse, can do no more than make them flee for one turn. Also, spears, pikes & blades (which includes Legionaries etc) can only ever be recoiled by light horse. Psiloi can only be destroyed by mounted troops, bowmen, or psiloi or auxilia. Otherwise they flee.

There is also a magnificent command system. Each general (usually have 2 to 3, each with his own command) throws 1D6, and this is the number of actions that general can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip. They really are *excellent* rules. **\$16.00**

### MUS DBM Armies - Achaemenid Persian vs Alexandrian Macedonian

We are offering two complete armies for D.B.M., taken from the Army Lists Book # 2. The armies are available singly, together, and either unpainted & unbased, or based & painted. Figures are Museum Miniatures. *Please allow up to six weeks for delivery.*

**Alexandrian Macedonian** 66 elements, worth 374 points, containing 39 Cavalry and 178 Infantry. Figures are C-in-C, 2 Sub-generals, 18 Companions, 12 Thessalians, 6 Paionians, 16 Hypaspists, 96 Pikes, 16 Agrianians, 8 Cretans, 24 Greek Peltasts, 18 Thracian Peltasts. **Unpainted & Unbased - \$140.00 Painted & Based - \$544.00**

**Late Achaemenid Persian** 64 elements, worth 375 points, containing 87 Cavalry, 89 Infantry, & 2 chariots. Figures are C-in-C, 2 Sub-generals, 6 Armored Cavalry, 54 Persian & Colonist Cavalry, 12 Arachosian Light Horse, 12 Skythians, 56 Greek Hoplites, 24 Persian Archers, 2 scythed chariots, 9 Thracian peltasts. **Unpainted & Unbased - \$161.00 Painted & Based - \$592.00**

### WRG DBM ARMY LISTS Book # 1 3000 BC - 500 BC

A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Thracian, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$16.00**

### WRG DBM ARMY LISTS # 2 500 BC - 476 AD

A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillan, Marian, Early, Middle, Late, & Patrician Roman, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Vandal, Pictish, Saxon, and my favorite - the Parthians. The first seven games I played of DBM were of Parthians fighting Marian Romans, and I immediately fell in love with the Parthians. The cataphracts are rated as being Knights(X), ie, exceptional. This means that they are classed as superior against spears, pikes, horse, & bowmen, but inferior against blades, knights, or warband, ordinary in all other cases. And moving 150 paces, they are basically fast super heavy infantry, and against legionaries in two ranks, they make for an even battle. But the horse archers! Zipping all over the place and totally invulnerable against any enemy foot. **\$16.00**

### WRG DBM ARMY LISTS # 3 476 AD - 1071 AD

Army lists to cover the Dark Ages and Early Medieval period. Covers Byzantine, Ottoman Turks, Vikings, Normans, Saxons, Charlemagne, King Arthur, etc. Due late April. **\$16.00**

### WRG DBM ARMY LISTS # 4: 1071 AD - 1500 AD

The High Medieval Period, and one of the most popular periods in history. It includes Anglo-Norman Britain, the Crusades, Mongols, 100 Years War, War of the Roses, armies of the Italian city-states, Poland, the Hussites, etc. Due late this year? **\$16.00**

### WRG DE BELLIS ANTIQUITATIS Fast Play Ancients Rules

Wargames Research Group's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$7.50**

### MUS DBA Armies - Later Hoplite Greek vs Phillip II Macedonian

We are offering two complete armies for D.B.A., taken from the Army Lists. The armies are available singly, together, and either unpainted & unbased, or based & painted. Figures are Museum Miniatures. *Please allow up to six weeks for delivery.*

**Later Greek Hoplite** 12 elements, with 3 Cavalry & 39 Infantry. Figures are 3 Greek Cavalry, 32 Hoplites, 3 Thracian Peltast, 4 Psiloi. **Unpainted & Unbased - \$25.00 Painted & Based - \$95.00**  
**Macedonian** 12 elements, with 11 Cavalry & 27 Infantry. Figures are 3 Companions, 6 Greek Cavalry, 2 Light Horse, 16 Pikes, 4 Hypaspists, 2 archers, 2 Agrianians, 3 Thracian Peltasts. **Unpainted & Unbased - \$27.00 Painted & Based - \$104.00**

### MUS DBA Armies - Camillan Roman vs Gallic 220 BC

We are offering two complete armies for D.B.A., taken from the Army Lists. The armies are available singly, together, and either unpainted & unbased, or based & painted. Figures are Museum Miniatures. *Please allow up to six weeks for delivery.*

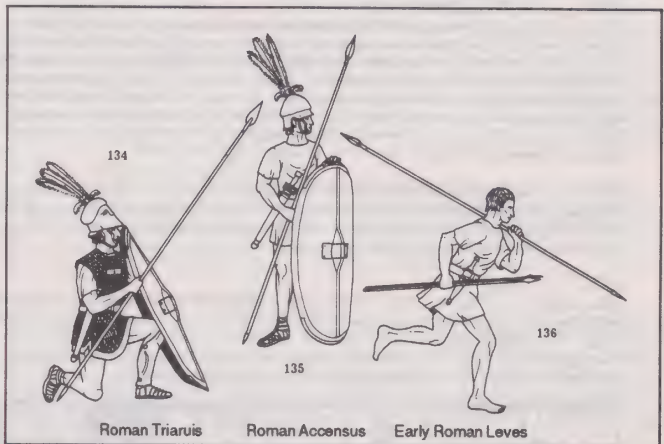
**Camillan Roman** 12 elements, with 6 Cavalry & 36 Infantry. Figures are 6 Roman Cavalry, 24 Hastati/Principes, 8 Triarii, 4 Velites. **Unpainted & Unbased - \$26.00 Painted & Based - \$102.00**  
**Gallic** 12 elements, with 12 Cavalry & 28 Infantry. Figures are 12 Gallic Cavalry, 24 warband infantry, 4 archers. **Unpainted & Unbased - \$28.00 Painted & Based - \$110.00**

### WRG HORDES OF THE THINGS

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. *Hordes* are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **\$16.00**

### WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC

A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander, the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. For example, did you know why the Greek Hoplites right flank tended to beat the opposing left flank? Each of the major battles of the period are covered. And best of all, there are over 100 pages of troop dress and equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **\$38.00**



### WRG ARMIES AND ENEMIES OF IMPERIAL ROME 150 BC - 600 AD

146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmatians, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **\$28.00**

### WRG ARMIES OF THE DARK AGES 600 - 1066 AD

A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **\$30.00**

### WRG ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD

A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitaliers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called *Tartars* by the Franks), Ilkhanids, etc. In the late 1200s the Mongols invaded the Middle East as well. Each troop type is illustrated and described, giving armor and tunic colors, etc. **\$30.00**

### WRG ARMIES OF FEUDAL EUROPE 1066 - 1300 AD

A 160 page historical reference book of Medieval Europe following the battle of Hastings 1066. It



## 38 - Miniatures Rules

gives history, tactics, organisations, of Bulgaria, England, France, Holy Roman Empire, Hungary, Teutonic Knights, Poland, the Low Countries, Scotland, Italy, Spain, Wales, etc. Also covers many major battles, and gives illustrations and descriptions of each troop type for all the listed nations, including armor and tunic colors, variations, shield & banner designs. **\$38.00**

### WRG ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD

A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. The book is so detailed that it includes even the actual money paid to various troop classes throughout those wars, eg, £1 a day to a Prince in 1347, to 6d to a Hoblar. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent. 192 pages. **\$38.00**

### WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD

A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, Venice, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **\$38.00**

## BATTLESYSTEM FANTASY

### TSR BATTLESYSTEM

A moderate complexity system covering large-scale battles between 25mm fantasy units (particularly Ral Partha's excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying robots, sieges, and much more. Each figure represents ten soldiers, or one creature or character - but common troops appear on multi-figure bases, and fight as a formation. AD&D player-characters can be used as heroes in any Battlesystem scenario. Made by TSR, with 128 pages and color photographs. **\$30.00**

### TSR CASTLES

A generic medieval-fantasy supplement boasting a wealth of 25mm color cardboard structures, including towers, holds, fortress walls, battlements, drawbridges, siege towers, fieldworks, plus numerous floorplan aids, etc. Includes assembly instructions. **\$60.00**

## BLOOD BOWL 2ND ED FANTASY

### GAM BLOOD BOWL 2nd Edition

Bigger, better, faster, free of loop-holes, & more expensive. Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think of!) Components include a 28" x 16" polystyrene playing field and thirty-two? plastic Citadel 25mm miniatures. Due May. **\$99.95**

### GAM DEATHZONE

The first supplement for Blood Bowl 2nd Edition, probably replacing Dungeon Bowl. July. **\$60.00**

## CHALLENGER 2000 MODERN

### TAB CHALLENGER 2000

This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **\$16.00**

### TAB MODERN EQUIPMENT HANDBOOK

92 page guide to equipment specifications and point values. Contains a compendium of vehicles (MBTs, TDs, APCs, ACs, recon units), anti-tank missiles, rockets (conventional and NBC), anti-aircraft systems, mortars, artillery & helicopters, all from 49 countries. **\$15.00**

### TAB DIGEST # 4

Ultra modern army lists Volume # 1. This 77 page book details comprehensive unit compositions of the major and neutral forces on the central European front. **\$15.00**

### TAB DIGEST # 5

Features tables of organisation for the Middle East, Africa, the Far East, Latin America, and Rapid Intervention Forces, plus a brief listing of Central American 'hot spot' forces. **\$15.00**

## COMMAND DECISION WW2

### GDW COMMAND DECISION

2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overkill. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, airborne & amphibious operations, 6 scenarios, & a DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, & a plethora of chits. **\$55.00**

## FANTASY WARRIORS FANTASY

### GRE FANTASY WARRIORS GAMERS PACK

Grenadiers incursion into the realm of 25mm tabletop fantasy miniatures' gaming is a pleasant surprise. This is a low to moderate complexity system that allows play to flow quickly without sacrificing the character necessary for epic fantasy battles. The FANTASY WARRIORS RULES book, 56 pages, contains good command control, and also includes sections on scouting, warchief boasts, omens, threats (quite useful), magic, talismans, army lists, and more. All army types and weapons are classified individually - there are no values for these as is common in most rules. A counter sheet is provided with 150 game markers, & there is a quick reference card. The pack also contains the FANTASY WARRIORS COMPANION with a counter sheet, stats update sheets which have army lists for Halflings, Mercenary Cyclops, Two headed Ogre, Fighting men giant handgun, cannon, Mercenary Bugbears, Barbarian Giant, & a newsletter. **This pack contains everything you need to play except for miniatures & dice. \$16.50**

### GRE FANTASY WARRIORS COMPANION

An 80 page book detailing Undead armies, including necromantic power, power drains, stats for undead war rhino and undead war mammoth; rules for mercenaries, including firewater, poisoned arrows, mercenary commands, mercenary half-orcs, horse raiders, mercenary dragons and giants, barbarian war mammoth, goblin war giant, etc. Also gives stats and rules on the Fantasy Forge Battlefield Scenery, ie, mantlets, spiked pits, archers stakes, walls, etc. Also includes paladin heroes, druids, ballistas, dwarf war cannon, new magic spells, rules updates, multiplayer game rules, and revised and expanded army lists, including balrogs and ents. 1 sheet of counters **\$22.50**

## FIREFIGHT SCI-FI

### ALT FIREFIGHT

These rules are designed for use with Alternative Armies large range of wargames figures. The rules focus on the underground combat occurring between the humans of the Free Companies and the Shia Khan - numberless hordes of goblins. The rules are skirmish level with the emphasis on fast moving mechanics. **\$30.00**

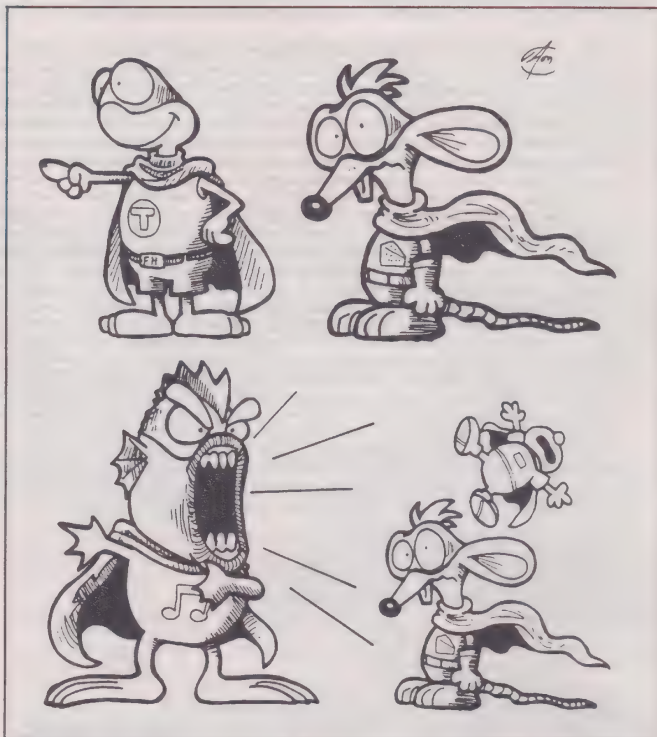
## FUZZY HEROES MAKE BELIEVE

### INN FUZZY HEROES

A tongue in cheek miniatures game for ages 6 and up, played with any old stuffed toys & your bed spread as the gaming board. Champion the cause of the Fuzzy Heroes as they stand up to the Naughty Eye King, trying to rescue their comrades and bring them back to Frolic-Haven. This 80 page book gives profiles on several fuzzy heroes: Stuff the Magic Dragon, Sir Teddy, Just Duckie, Hoppy the Frog, Tank the Turtle, Dart Evader & his Stormy Snoopers. Rules include terrain effects, simple & advanced rules, vehicles, troop types; hand, ballistic, & advanced weapons, serial movement, sieges, morale, etc. **\$20.00**  
FUZZY HEROES with around \$100.00 retail worth of soft toys... **\$50.00**

### INN FUZZY SOOPER HEROES

The Naughty Eye King has issued a challenge to the Knights of the Stuffed Table, but everyone knows it's a trap, so good king Swineheart orders his knights not to go. But then Yellow Bunny announced that he had found some strange, colorful outfits, that gave strange powers to anyone who wore them - so several Knights of the Stuffed Table donned these outfits and went off to the Tournament. This is their story... Includes Sooper powers, attributes, invisibility, sprayed & sonic attacks, Super agility, speed & strength, Hot Stuff, Deep Freeze, Web, Bestow, Teleport, Rules of Chivalry, & the Assault on Stuffmore Castle. 80 pages. **\$20.00**



## HARPOON MODERN NAVAL

### GDW HARPOON

Excellent tactical naval rules, featuring a 48 page rulebook, the 144 page Data Annex 1990-91 book (see below), a 16 page scenario book, 2 reference cards and 168 counters (if you can't afford miniatures). The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. incorporates devastating air-power and sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc.) **\$40.00**

### GDW BATTLES OF 3RD WORLD WAR

Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48 pages. **\$13.50**

### GDW SHIP FORMS

25 detailed status sheets for popular ship classes in the NATO (12 entries) and Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft and 4 helicopter profiles, plus a scenario-generation system. **\$13.50**

### GDW SUB FORMS

Like Ship Forms, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. **\$13.50**



## GDW ASW FORMS

Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario generation system. **\$13.50**

## GDW DATA ANNEX 1990-91

Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels. Also features new aircraft endurance rules. **\$10.00**

## GDW THE SOUTH ATLANTIC WAR

Features 24 scenarios that recreate the furious clashes between Britain and Argentina in their battle for control of an island full of cold sheep (not New Zealand!) Includes pregenerated ship status sheets, background info, environmental data and land campaign rules. **\$20.00**

## GDW TROUBLED WATERS

Features over 30 pregenerated ship forms and special rules that cover 3rd world navies, with scenarios from the 1973 Arab-Israeli war, Iran-Iraq war, and the Gulf War. A scenario generator is provided, plus a brief history of Fast Patrol Boat operations. **\$16.50**

## GDW 1994 HARPOON NAVAL REVIEW

160 pages including over 80 ship and air-craft data forms, with six aircraft carriers from the Russian *Admiral Kuznetsov* to the Indian *Viraat*, US *Wasp* class LHD, US *Arleigh Burke* guided missile destroyer, F-117A Stealth Fighter, F-14D Super Tomcat, F-15E Strike Eagle, etc. Updates the state of the US Fleet, listing all decommissionings and commissionings, plus reports of what we could see in the future. Has rules upgrades, errata, expanded rules, 13 scenarios & scenario generators, etc. **\$27.00**



## JOHNNY REB U.S. CIVIL WAR

### GDW JOHNNY REB

2nd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86 page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. **\$40.00**

## KILLZONE SCI-FI

### GRE KILLZONE

From the people who brought us *Fantasy Warriors*, we now have *Killzone*, the game for Grenadier's Future Warriors by Mark Copplestone. The has been designed by Nick Lund, and contains 1 26 page rulebook and 10 metal figures, being 5 troopers with helmets and 5 troopers with berets. You field squads of troopers, law enforcers, or Rebels, but gangs of street warriors, which are less well equipped. You can also have individuals such as heroes & cyborgs. Orders include Shoot (allows you to shoot & move), Stay Sharp (allows you to double your initiative), Keep Down (makes you a difficult target), Assault (to get into hand to hand) and Snipe (for those targets you simply must take out.) Weapons include handguns, shotguns, assault rifles, grenade launchers, assault cannons, lasers, scatter guns, flame throwers, razor claws, swords, chains, daggers, etc. Different units also have special rules - rebels excel at their Hit & Run order, Savages get close combat bonuses, etc. Due April. **\$35.00**

## KRYOMEK SCI-FI

### FAN THE COMPLETE KRYOMEK

Fantasy Forge went into receivership, but have been bought out by Grendel Productions. They will be releasing (around October they claim) THE COMPLETE KRYOMEK boxed set, which will contain fully revised rules, complete army lists, supplementary rules, background information, a starter scenario, and plastic miniatures. There will be regular scenarios later on, and new plastic vehicles and miniatures. **\$TBA**

### FAN THE TOTAL KRYOMEK GAME PACKS Worth \$284.00

We have only 10 of these specials left, so get your order in quickly. For this ridiculous price of \$99.00 we will send you: the *Kryomek Rulebook* (with all rules needed to play), and at least 16 blisters of figures, AFVs & scenery, including 7-8 blisters of *Kryomek aliens* (over 17 metal figures), 2-3 blisters of *Nexus Marines* & *SWAT troops*, (around 6-10 figures), 1 blister of *cyclo* (3 figures), 1 blister of *Talos* (2 cyborgs), 2 large vehicles (human & alien tanks made of resin, and 2 blisters of *scenery interiors* (resin alien hive or human *Nexus* interiors). **\$99.00**

## NAPOLEONS BATTLES NAPOLEONIC

### AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **\$45.00**

### AH NAPOLEONS BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain and formations, etc.), and 9 complete scenarios. 54 pages. **\$15.00**

## PHOENIX COMMAND 20TH CENTURY

### LEA PHOENIX COMMAND

A quick-playing, realistic small-arms combat system (for miniatures or role playing). Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic,

advanced & optional rules plus a character generation system and a comprehensive listing of contemporary infantry weapons. 90 pages of manly slaughter. Recommended **\$30.00**

### LEA ADVANCED DAMAGE TABLES FOR SMALL ARMS

A detailed expansion of the Hit Location and Damage tables. Includes rules for bullet paths (showing just what gets splatted), low penetration weapons, target shock, bone ricochets, and over 60 bodily hit locations. This much family fun can't be legal! **\$20.00**

### LEA ADVANCED RULES

More mayhem than you can poke a stick at! Includes blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, scopes, skills, training, etc. **\$20.00**

### LEA ARTILLERY SYSTEM

Here's some heavy hardware that's guaranteed to turn every target into instant fertilizer! With 72 pages detailing an extensive range of guns, rockets & mortars: plus rules for indirect fire, calling fire missions, air & ground bursts, defensive positions, etc. **\$27.00**

### LEA CIVILIAN WEAPON DATA SUPPLEMENT

Details 118 weapons available in America to the general public (useful for such activities as a McDonald's Massacre, etc.) or hardcore cops 'n' robbers type overkill. **\$20.00**

### LEA HAND TO HAND COMBAT SYSTEM

No mucking about here - straight into the real messy stuff! 47 pages with rules for whips, swords, baseball bats, chainsaws, and other friendly gadgets. Includes character generation. **\$22.00**

### LEA HEAVY METAL

Details the capabilities, suit hit locations, and damage tracks for 11 types of power armor. Includes rules for weapon battlepacks, auxiliary packs, and Dragoncrest equipment. **\$27.00**

### LEA HIGH-TECH WEAPON DATA SUPPLEMENT

Describes futuristic cyberpunk-genre weaponry (Silver, Flechette & Lase munitions), power body armor (flex, power, etc.) Plus data on caseless ammo, mines, and launchers. **\$22.00**

### LEA LOCK AND LOAD: VIETNAM 1965-1971

Includes seven scenarios, each with a full page map; equipment options including Punji Stakes, Trip Flares, etc; pre-generated troop data for 59 types of combatants, 13 weapons, etc. **\$22.00**

### LEA MECHANISED COMBAT SYSTEM

The theory behind this one is that if you can't shoot straight enough to hit the buggers, then run'em down with a great @\$! tank. 112 pages of info. **\$35.00**

### LEA MECHANISED LIGHT VEHICLES

This 40 page book features the primary Light Fighting Vehicles used by the United States and Warsaw Pact nations. Full data for each vehicle is presented, including some special rules. **\$20.00**

### LEA MECHANISED PANZER: WW2 Medium Tanks

The status sheets for the primary medium tanks of WW2. Includes the German Pz IV F1, F2, H, and Panther, the Russian T-34/76 and 85, and the Sherman 75mm and 76mm. **\$20.00**

### LEA MECHANISED KING TIGER: WW2 Heavy Tanks

The status sheets for the primary heavy tanks of WW2. Includes the German Tiger, King Tiger, the Soviet KV-1, KV-1s, KV-85, IS-2, IS-2m, & the US Jumbo Sherman. **\$20.00**

### LEA MECHANISED PLAYING AIDS

540 counters which enable players to streamline play by not having to do much record keeping. Counters are for: vehicle speeds, aim times, vehicle status, artillery strikes, etc. **\$18.00**

### LEA PHOENIX COMMAND EXPANSION

New rules includes animals in combat (from dogs to sharks to dinosaurs), laser sights, specific aim points, etc. 32 pages of more mayhem than you can poke a stick at. **\$20.00**

### LEA PLAYING AIDS

540 counters that allow you to streamline play by having a minimum of record keeping. Counters can be used for firing stance, aim times, physical status, grenades, spotting, etc. **\$18.00**

### LEA RUSSIAN ROULETTE

A 48 page book focuses on the recent breakup of the Soviet Union, with 6 historical and hypothetical scenarios, including the battle between the Soviet Special Forces & Latvian police, & a "what if" scenario of the Soviet military trying to capture Boris Yeltsin during August's failed coup. **\$20.00**

### LEA SPECIAL WEAPONS DATA SUPPLEMENT

32 pages detailing unusual weapons like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers, garottes, etc. **\$20.00**

### LEA WILD WEST WEAPON DATA SUPPLEMENT

Features 48 popular period weapons with historic overviews, plus rules for quick drawing, fanning revolvers, speed loading, and other classic western shootout stuff. **\$10.00**

### LEA WORLD WAR II WEAPON DATA SUPPLEMENT

An ideal supplement for squad level WW2 miniatures games, featuring over 80 infantry weapons from pistols to rocket launchers and explosives, from 7 belligerent nations. **\$18.00**

### LEA WORLD WAR II ANTI-TANK GUNS

The stats sheets for 24 of the primary AT guns used in World War Two, including 37mm Pak 36, 88mm Pak 43, British 2 Pounder, US M5 3 Inch Gun, Soviet 100mm D-10, etc. **\$20.00**

## SPACE HULK SCI-FI

### GAM SPACE HULK

The Emperors elite Terminators descend into the dark confines of a massive derelict space hulk. Within this maze like structure lurk hordes of Genestealers, poisoning the Empire with their insidious designs. The Terminators must prowl the cramped rusting labyrinth, hunting the monstrous creatures that dare to challenge the power of the Emperor. Features fast playing and tense mechanics and 6 very absorbing scenarios. Includes 30 25mm plastic figures, rules, dice, templates, counters, and floor plans/corridor sections, etc. **\$75.00**

### GAM DEATHWING

Expansion set featuring new rules including a solitaire system, extra weapons, multi-level floor plans, a mission generator, 13 corridor and 7 room sections, 12 plastic Terminators and Genestealers, & 6 scenarios. **\$45.00**

### GAM GENESTEALER

Contains 15 plastic miniatures of Marine Librarians and Genestealer hybrids with heavy weapons, 44 Psychic Combat Cards, 8 extra wide corridor sections, 3 geotiles, more scenarios, and templates. **\$45.00**



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## GAM SPACE HULK CAMPAIGNS

A 90 page hardback book with four complete campaigns, each with 4 - 6 linked missions, which can also be played separately. There is a section for using Traitor Space Marines. There are also new rules, including pitfalls, delaying actions, Space Marines in power armor, Denzark's Hammer, new weapons, grenades, reference tables, and 3 card sheets of tiles & counters. **\$35.00**

## SPACE MARINE

## SCI-FI

### GAM SPACE MARINE

Contains rules, background info, data and cards on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. **\$45.00**

### GAM ARMIES OF THE IMPERIUM

The first expansion for SPACE MARINE II, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. **\$45.00**

### GAM RENEGADES

Contains rules, background info, data and cards on Eldar and Chaos forces of the 41st Millennium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, and Chaos Renegades. **\$45.00**

### GAM ORK & SQUAT WARLORDS

Rules, data, background info, and cards on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. **\$45.00**

### GAM SPACE MARINE BATTLES

A 144 page book, containing 8 full color plates of templates & army cards, which is a compilation for Space Marine. It contains four epic battle reports, brand new tactics for armies, special rules for fighting attack and defence games, including: bunkers, razor wire, minefields, fortifications. Has full rules for all of the Imperial Titans, Ork Great Gargant, Tzeentch Daemon Engines, and mighty heroes such as Ghazghkull Thraka, Commissar Yarrick, & Ragnar Blackmane. **\$30.00**

## TACTICA

## ANCIENT

### QUA TACTICA

A comprehensive set of rules for 25mm (or 15mm) ancient era battles and campaigns. The mechanics stress the historical limitations of units, manoeuvre restrictions for certain troop types, battle line depth and frontage, angle of attack, troop quality, etc. 90 pages, with some glorious color photos. Includes exhaustion, wheeling, post melee movement, massed & skirmish missile fire, variant melee types, chariots, elephants, plus 25 accurate & complete army lists. A factual yet playable format. **\$30.00**

## WARHAMMER

## FANTASY

### GAM WARHAMMER FANTASY BATTLES BOXED SET

This big boxed set is the new 4th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with 104 25mm plastic figures, being 20 each of High Elf spearmen and archers, and 32 each of Night Goblin archers and spearmen. Also included is a temporary army list book, an all new 96 page rulebook, a 96 page bestiary book, cards for characters, magic weapons, spells, a scenario book, two cardboard buildings, playsheets, movement trays, weapons templates, and 12 dice. **\$85.00**

### GAM WARHAMMER MAGIC

A 1.8 kg boxed set detailing magic in the Warhammer Fantasy World. Includes rulebook, 36 card magic deck, 10 spell effect templates, 135 spell cards, warp tokens, card markers, and 111 magic items. Note new cheaper price. **\$54.00**



### GAM WARHAMMER ARMIES: THE EMPIRE

The 1st book in the new Warhammer Armies series, with a complete history of the Empire, weapons & devices of the Aldorf engineers, & a complete army list, including the Reiksguard, Knightly Orders, infantry, artillery, plus special troops such as Kislevites, halflings, dwarves, etc. **\$30.00**

### GAM WARHAMMER ARMIES: HIGH ELVES

The 2nd Armies book, this one covers in great detail the High Elves, including history, great personages, chariots, shadow warriors, Phoenix Guards, war griffin, army lists, ally lists, etc. **\$30.00**

### GAM WARHAMMER ARMIES: ORCS & GOBLINS

The 3rd army list book, covering in great detail the orcs and goblins, including forest goblins, night goblins, giant black orcs, orc big 'uns, orc allies, history, war wyvern, rock lobster, etc. **\$30.00**

### GAM WARHAMMER ARMIES: DWARFS

Army list includes Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, etc. Complete new magic rune system, with magic weapons, armor, standards, machines, talismans, and a new scenario. **\$30.00**

### GAM WARHAMMER ARMIES: UNDEAD

Army lists for the armies of the Undead. Includes history, troop types, allies, etc. Due May. **\$30.00**

### GAM WARHAMMER ARMIES: SKAVEN

A comprehensive history of the Skaven, tracing their origins and their rise to power, detailing their main strongholds such as Hell Pit and Skavenblight. Complete game rules for specialist troops & devices of the Warlock Engineers, such as the Skaven Doom Wheel, revised rules for the warpriore thrower, Rat Ogres, Skaven magic items, etc. The army list includes all of their teeming hordes, such as Clanrats, Skavenslaves, packmasters, etc. Also includes painting guides. **\$30.00**

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A 14 page full color guide to painting Citadel miniatures, complete with painting techniques, equipment, and photos of heaps of figures. This is a new version including the WARHAMMER FANTASY BATTLES boxed set figures. **\$2.00**

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A complete painting guide from the Citadel team. All aspects of miniatures preparation and presentation are covered. There are many full color pages and diagrams on such subjects as: horses, faces, lots of fantasy & some sci-fi. **\$24.00**

## WARHAMMER 40,000

## SCI-FI

### GAM WARHAMMER 40,000 BOXED SET

At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. Possibly best of all, Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having it's own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. **\$90.00**

### GAM CODEX SPACE WOLVES

Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, Dreadnought, a scenario, and a color painting and reference guide. **\$30.00**

### GAM CODEX ELGAR

96 page book detailing one of the most popular 40K races, the colorful Eldar, or space elves. Includes their history and downfall, all of their troop types including the new Warp Spider Aspect Warrior, the revised Avatar, & comprehensive army lists. Due early April. **\$30.00**

### GAM CODEX ORCS

96 page book detailing the orcs, gretchin, and snottlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons and characters, comprehensive army lists, and an 'eavy metal painting guide. Due June. **\$30.00**

### GAM CODEX ULTRAMARINES

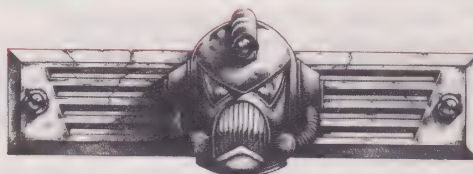
96 page book detailing the next most popular Space Marine Chapter. Due August. **\$30.00**

### GAM DARK MILLENIUM

At last - the boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook!!!! Due early April at the latest. **\$60.00**

### GAM 'EAVY METAL WARHAMMER 40,000 PAINTING GUIDE

The definitive volume to painting Warhammer 40,000 miniatures. It is broken down into easy to follow sections on the main races and troop types in the 40K universe. It includes everything from preparing your models, through detailed color schemes and how to apply them, to painting special character models. This is the painting guide you need. 96 pages, including color banners. **\$30.00**





## historical miniatures

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- New Item Now Available
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25mm

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Mtd & foot C-in-C, 17 Mounted Samurai, 17 foot Samurai, 2 standards, 30 Ashigaru.
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- RAL35010** Hoplite Command (4) 2 muso, 2 spear \$8.50  
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**RAL35130** Illyrian Hoplite, 2nd rank w/spear (6) \$8.50  
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**RAL35151** Attic Hoplite, thrusting spear (6) \$8.50  
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**RAL35171** Early Thracian peltast, JLS, shield (6) \$8.50  
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**RAL35173** Thracian Peltast, advancing, JLS, sh (6) \$8.50  
**RAL35179** Thracian Light Cavalry with javelin (3) \$8.50  
**RAL35180** Greek Heavy Cavalry, scale cuirass (3) \$8.50  
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**RAL35201** Royal Guard/Immortal Spearman (6) \$8.50  
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**RAL35205** Persian swordsman, small shield (6) \$8.50  
**RAL35210** Phrygian Axeman attacking (6) \$8.50  
**RAL35215** Median/Persian Spearman, attacking (6) \$8.50  
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**RAL35301** Triarii/Principes w/sword & shield (6) \$8.50  
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**RAL35306** Hastati with sword & shield (6) \$8.50  
**RAL35307** Hastati advancing w/spear & shield (6) \$8.50  
**RAL35310** Leves/Velites w/javelin & shield (6) \$8.50  
**RAL35320** Italian spearmen, thrusting, shield (6) \$8.50  
**RAL35321** Etruscan light javelinman (6) \$8.50  
**RAL35322** Etruscan spearman (6) \$8.50  
**RAL35340** Auxiliary Slinger, no shield (6) \$8.50  
**RAL35341** Auxiliary archer (6) \$8.50  
**RAL35350** Roman/Italian Heavy Cavalry, sh, spr (3) \$8.50  
**RAL35360** Roman/Italian Light Horse w/spear (3) \$8.50  
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**RAL35400** Citizen, African Spearman, shield (6) \$8.50  
**RAL35401** Citizen, African Spearman, unarmored (6) \$8.50  
**RAL35410** Numidian African Ally with spear (6) \$8.50  
**RAL35420** Spanish scutarii, Javelin, Sh (6) \$8.50  
**RAL35421** Spanish scutarii, Javelin, Sh (6) \$8.50  
**RAL35430** Libyan Spearman/Javelinman (6) \$8.50  
**RAL35431** Libyan Light Javelinman (6) \$8.50  
**RAL35450** Poeni/Campanian Cavalry, shield, spr (3) \$8.50  
**RAL35451** Poeni/Campanian Cavalry, shield, spr (3) \$8.50  
**RAL35460** Spanish Light Horse, javelin, shield (3) \$8.50  
**RAL35470** Numidian Light Horse, javelin, shield (3) \$8.50  
**RAL35480** War Elephant with 3 crew \$9.50

### Galic 225 BC - 50 BC

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**RAL35501** Warrior with sword, shield (6) \$8.50  
**RAL35502** Warrior, sword & shield, advancing (6) \$8.50  
**RAL35503** Gallic javelinman (6) \$8.50  
**RAL35504** Warrior, sword & shield, striking (6) \$8.50  
**RAL35505** Gallic archer (6) \$8.50  
**RAL35506** Naked Warrior with javelin, shield (6) \$8.50  
**RAL35507** Armored Warrior with javelin, shield (6) \$8.50  
**RAL35550** Gallic Cavalry w/shield & swrd or spr (3) \$8.50

### Macedonian & Successor 335 BC - 300 BC

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**RAL35061** Generals (2) and standards (6) \$8.50  
**RAL35600** Phalangite, pike raised (Alexandrian) (6) \$8.50  
**RAL35601** Phalangite, pike raised (Successor) (6) \$8.50  
**RAL35602** Phalangite, pike raised (Bactrian) (6) \$8.50  
**RAL35610** Hypaspist with spear & shield (6) \$8.50  
**RAL35620** Macedonian Psiloi with staff sling (6) \$8.50  
**RAL35621** Macedonian Archer (6) \$8.50  
**RAL35630** Illyrian Javelinman, jls, spr, shield (6) \$8.50  
**RAL35631** Greek Mercenary Peltast (6) \$8.50  
**RAL35650** Companion Cavalry with lance (3) \$8.50  
**RAL35651** Arachosian Light Horse (3) \$8.50  
**RAL35652** Bactrian Light Horse (3) \$8.50  
**RAL35653** Prodromoi Light Horse (3) \$8.50  
**RAL35654** Paionian Light Horse (3) \$8.50



### Medieval 1000 - 1300 AD

True 25mm Metal Miniatures with ( ) models.

- RAL42080** Norman Mounted Command (3) \$8.50  
**RAL42081** Frankish Command (11-12th C) (4) \$8.50  
**RAL42082** Norman Armored Spearman (6) \$8.50  
**RAL42083** Italian Armrd Spearman (11-12th C) (6) \$8.50  
**RAL42084** Norman unarmored archer (6) \$8.50  
**RAL42085** Armored Crossbowman (6) \$8.50  
**RAL42086** Maronite/Syrian unarmored archer (6) \$8.50  
**RAL42090** Early Norman Knight with mace (3) \$8.50  
**RAL42091** Early Anglo-Norman Knight w/lance (3) \$8.50  
**RAL42092** Early mounted Sergeant w/lance (3) \$8.50  
**RAL42093** Early Knight Templar, lance, shield (3) \$8.50  
**RAL42094** Early Knight of St. John, lance, shield (3) \$8.50  
**RAL42095** Early Breton Light Cavalry w/lance, sh (3) \$8.50  
**RAL42096** Early Norman Knight w/lance, shield (3) \$8.50  
**RAL42097** Turcopole with lance, shield (3) \$8.50  
**RAL42114** 11th C Saxon Command (4 foot) \$8.50  
**RAL42115** Early Norman Knight, lance, shield (3) \$8.50  
**RAL42116** Saxon Housecarle Cavalry, axe, shield (3) \$8.50  
**RAL42117** Saxon Housecarle Infantry (6) \$8.50  
**RAL42118** Saxon Pyrd infantry (6) \$8.50  
**RAL42119** Armored Peasant Levy (6) \$8.50  
**RAL42121** 13th C English armored longbowman (6) \$8.50  
**RAL42122** Dismounted 13th C Knight (6) \$8.50  
**RAL42123** 13th C English Spearman (6) \$8.50  
**RAL42125** 13th C Mounted Knight w/swrd, shield (3) \$8.50  
**RAL42128** 13th C Armored Infantryman w/swrd (6) \$8.50  
**RAL42129** 13th C Armored Infantryman w/axe (6) \$8.50  
**RAL42131** Scottish Warrior with axe (6) \$8.50  
**RAL42132** Scottish Axeman (6) \$8.50  
**RAL42133** Scottish Spearman, spear, shield (6) \$8.50  
**RAL42134** Scottish Archer (6) \$8.50  
**RAL42135** 12-13th C Scottish Mounted Knight (3) \$8.50

- RAL42151** Dismtd French Knight 13th C (6) \$8.50  
**RAL42152** French armored infantry w/sword (6) \$8.50  
**RAL42153** French Armored Spearman (6) \$8.50  
**RAL42154** French Unarmored Crossbowman (6) \$8.50  
**RAL42155** 13th C French Mtd Knight w/lance (3) \$8.50  
**RAL42156** Mtd, Armored Crossbowman (3) \$8.50  
**RAL42157** French Armored Spearman (6) \$8.50

### Byzantine 1000 - 1300 AD

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**RAL42181** Byzantine (Scutari) Spearman (6) \$8.50  
**RAL42182** Varagian Guard w/axe & shield (6) \$8.50  
**RAL42183** Byzantine Spearman (6) \$8.50  
**RAL42184** Psiloi Archer (6) \$8.50  
**RAL42185** Rus Mercenary with axe (6) \$8.50  
**RAL42186** Byzantine Horse Archer w/shield (3) \$8.50  
**RAL42187** Byzantine Light Cavalry w/spear, sh (3) \$8.50  
**RAL42188** Byzantine Heavy Cavalry w/spear, sh (3) \$8.50  
**RAL42189** Kiblanophros Extra Heavy Cavalry (3) \$8.50

### Mongol 1100 - 1300 AD

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- RAL42200** Horse Archer (3) \$8.50  
**RAL42201** Touman Cavalryman, lance, sh, bow (3) \$8.50  
**RAL42202** Touman Cavalryman, lance, sh, bow (3) \$8.50  
**RAL42203** Touman Cavalryman, lance, sh, bow (3) \$8.50  
**RAL42204** Touman Cavalryman, mace, sh, bow (3) \$8.50  
**RAL42205** Extra Heavy Cavalryman, w/lance (3) \$8.50  
**RAL42206** Horse Archer (3) \$8.50  
**RAL42209** Mongol Auxiliary Foot Archer (6) \$8.50  
**RAL42210** Mongol Auxiliary Foot with Spear, Sh (6) \$8.50

## MUSEUM MINIATURES

15mm

Figures are Pictured on the next page

### Greek & Hellenistic 500 - 50 BC

True 15mm metal miniatures available separately

- MUSSE1** Macedonian Phalangite (1) \$0.55  
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**MUSSE5** Psiloi with javelin & shield (1) \$0.55  
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**MUSSE14** Scythian foot archer, with fox skin cap (1) \$0.55  
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**MUSSE19** Illyrian Foot with shield & javelin (1) \$0.55  
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**MUSSE22** Scythian Heavy Cavalry, unarmored horse (1) \$1.10  
**MUSSE23** Scythian Foot with spear & javelin (1) \$0.55  
**MUSSE24** Scythian Foot armed with axe (1) \$0.55  
**MUSSE25** Scythian Cavalry on armored horse (1) \$1.10  
**MUSSE26** Veteran/Guard Phalangite (1) \$0.55  
**MUSSE27** Scythian Horse Archer (1) \$1.10  
**MUSSE28** Saka Cavalry on armored horse (1) \$1.10  
**MUSSE29** Bactrian/Sogdian/Scythian Horse Archer (1) \$1.10  
**MUSSC01** Seleucid C-in-C/General (1) \$1.10  
**MUSSC02** Seleucid/Successor Companion/Agema EHQ (1) \$1.10  
**MUSSC03** Scythian/Armenian Horse Archer (1) \$1.10  
**MUSSC04** Macedonian/Successor Companion Cavalry (1) \$1.10  
**MUSSC05** Seleucid/Successor Cataphract SHC (1) \$1.10  
**MUSSC06** Tarantine Light Cavalry with Javelin (1) \$1.10  
**MUSIE11** Macedonian Elephant w/driver & pikeman \$8.25  
**MUSIE12** Seleucid Elephant, tower, driver, 3 crew \$8.25  
**MUSIE14** Successor Elephant, tower, driver, 2 crew \$8.25  
**MUSBS01** Macedonian/Successor Bolt Thrower & 2 cre w \$5.50  
**MUSCA01** Greek Psiloi/Cretan archer (1) \$0.55  
**MUSNS01** Greek Psiloi Slinger (1) \$0.55  
**MUSCT02** Seleucid 4 Horse scythed chariot & driver \$8.25

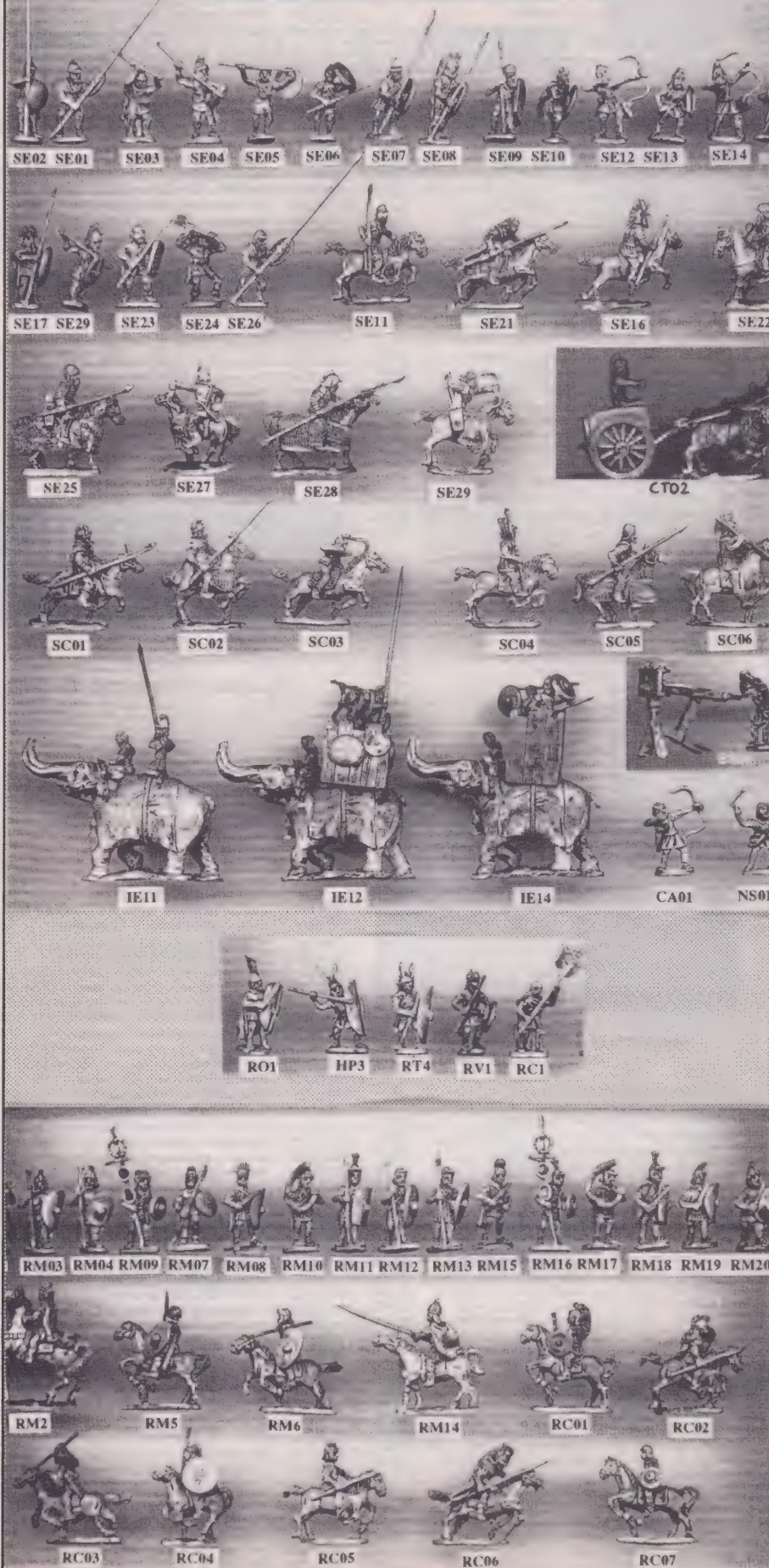
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- MUSRO1** Roman C-in-C or General on Foot (1) \$0.55  
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**MUSRV1** Velites Skirmisher w/shield & wolf skin (1) \$0.55  
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## Museum Miniatures



MUSRC07 Spanish Cavalry with shield & spear (1) \$1.10

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 MUSGL05 Light Infantry Javelinman, shld & jvln (1) \$0.55  
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 MUSGL07 Cappadocian/Paphlagonian, shld & jvlns (1) \$0.55  
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 MUSRM05 Equites Sagittarii Legionary Lt Cav (1) \$1.10  
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 MUSRM09 Legionary Standard Bearer (1) \$0.55  
 MUSRM10 Legionary Legionary Musician (1) \$0.55  
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 MUSRM12 Early Imperial Auxiliary Infantry (1) \$0.55  
 MUSRM13 Early Imperial Auxiliary Infantry (1) \$0.55  
 MUSRM14 Sarmation Lancer on Horse (1) \$1.10  
 MUSRM15 Auxiliary Centurion (1) \$0.55  
 MUSRM16 Auxiliary Standard Bearer (1) \$0.55  
 MUSRM17 Auxiliary Auxiliary Musician (1) \$0.55  
 MUSRM18 Early Imperial Legionary with Sword (1) \$0.55  
 MUSRM19 Middle Imperial Legionary with Sword (1) \$0.55  
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 MUSMD04 French Crossbowman (1) \$0.55  
 MUSMD05 Genoese Crossbowman (1) \$0.55  
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 MUSMD07 Welsh Knifeman, long knife & shield (1) \$0.55  
 MUSMD08 Welsh Spearman, spear & shield (1) \$0.55  
 MUSMD09 False French Town Militia, spear, shield (1) \$0.55  
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 MUSMD11 Heavily Armored English Longbowman (1) \$0.55  
 MUSMD12 Foot Knight with mace & shield (1) \$0.55  
 MUSMD13 Foot Knight with axe (1) \$0.55  
 MUSMD14 Foot Knight with sword & shield (1) \$0.55  
 MUSMD15 Billman (1) \$0.55  
 MUSMD17 Mounted EHK Men-at-Arms (1) \$1.10  
 MUSMD18 Mounted Household Men-at-Arms SHK (1) \$1.10  
 MUSMD19 English Lesser Mtd Men-at-Arms HC (1) \$1.10  
 MUSMD20 French/Continental Mtd M-at-Arms SHK (1) \$1.10  
 MUSMD21 French Mounted Sergeant HC (1) \$1.10  
 MUSMD22 Mounted Hobilar with Lance (MC) (1) \$1.10  
 MUSMD23 Mounted Archer/Longbowman (1) \$1.10  
 MUSMD24 Later Mounted Man-at-Arms SHK (1) \$1.10  
 MUSMD25 Later Mounted Man-at-Arms SHK (1) \$1.10  
 MUSMD26 Retinue Armored Billman (1) \$0.55  
 MUSMD27 Retinue Armored Longbowman (1) \$0.55  
 MUSMD28 Mounted Shire Levy Hobilar MC (1) \$1.10  
 MUSMD29 Shire Levy Billman (1) \$0.55  
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 MUSMD31 Irish Kern Light Infantry (1) \$0.55  
 MUSMD32 Mounted Retinue Billman (1) \$1.10  
 MUSMD33 Mounted Retinue archer with longbow (1) \$1.10  
 MUSMD34 Burgundian Armored Pikeman (1) \$0.55  
 MUSMD35 Mounted, armored crossbowman (1) \$1.10  
 MUSMD36 Mounted CinC or Sub-general (1) \$1.10  
 MUSMD43 Later Men-at-arms on foot with sword (1) \$1.10  
 MUSMD44 Later Men-at-arms on foot with sword (1) \$1.10  
 MUSMA03 Medium Bombard & Crew \$8.25  
 MUSMA02 Small Wheeld Bombard & Crew \$5.50  
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 MUSMA04 Small Wheeled Mantlets (4) \$5.50

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 MUSWG06 Canvas Topped Wagon & 2 draft horses \$8.25  
 MUSWG07 Engineers Wagon & 2 draft horses \$8.25  
 MUSWG02 Wooden wagon & 2 draft horses \$8.25  
 MUSWG15 Wooden sided cart & 2 draft horses \$5.50  
 MUSWG16 Barrel Cart & 2 draft horses \$5.50  
 MUSPH01 Pack Horses (3) \$2.20  
 MUSAC80 Pack Camels (3) \$5.50



# TIN SOLDIER UK

15mm

A selection of figures are pictured below-right

## Greek & Persian Wars 500 - 50 BC

Exaggerated 15mm metal miniatures with ( ) models

TINHB1	Early Hoplites, Various crests (8)	\$4.70
TINHB2	Later Hoplites, Various crests (8)	\$4.70
TINHB3	Mounted Greek Generals (3)	\$4.70
TINHB3a	Greek Foot Officers & Trumpets (6)	\$4.70
TINHB4	Thracian/Thessalian Lt Cav w/javelin (4)	\$4.70
TINHB5	Hellenistic Hvy Cav, Boiotian Helmet (4)	\$4.70
TINHB6	Greek archer, in linen cuirass (8)	\$4.70
TINHB7	Greek javelinman, round pelta shield (8)	\$4.70
TINHB8	Greek slinger, round pelta shield (8)	\$4.70
TINHB9	Thracian, long spear, crescent shield (8)	\$4.70
TINHB10	Thracian, rhomphaia, crescent shield (8)	\$4.70
TINHB11	Pelast/Thureophoroi, thureos shield (8)	\$4.70
TINHB13	Thorakitai, thureos shield, spear (8)	\$4.70
TINHB14	Macedonian/Late Phalangite, pike, shld(8)	\$4.70
TINHB15	Companion Cavalry, various helmets (4)	\$4.70
TINHB15a	Companion/Agema on armored horse (4)	\$4.70
TINHB16	Prodromoi Light Cavalry with lance (4)	\$4.70
TINHB17	Macedonian Cavalry Command (3)	\$4.70
TINHB17a	Macedonian Foot Command (6)	\$4.70
TINHB18	Alexander & 2 Companions (3)	\$4.70
TINHB19	Hellenistic Light Cavalry w/javelin (4)	\$4.70
TINHB21	Macedonian Elephant & 2 crew	\$6.35
TINHB33	Bactrian/Persian Cavalry w/javelin (4)	\$4.70
TINHB34	Persian Archer (8)	\$4.70
TINHB35	Persian Slinger (8)	\$4.70
TINHB36	Galatian mercs, sword, coffin shield (8)	\$4.70
TINHB37	Scythian Horse Archer (4)	\$4.70
TINHB38	Persian/Seleucid 4 horse Scythian Chariot	\$6.35

## Ancient Italian States

Exaggerated 15mm metal miniatures with ( ) models

TINITA5	Latin Inf, square cuirass, spr, shld (8)	\$4.70
TINITA6	Latin Light Inf, spr, javelins (8)	\$4.70
TINITA7	Latin Command, 3 officer, 3 bearer (6)	\$4.70
TINITA8	Latin Cavalry, small shld, spear (4)	\$4.70
TINITA9	Campanian Hoplite, hoplon,spear,cloak (8)	\$4.70
TINITA10	Campanian Hoplite, 3 disc hoplon,spr (8)	\$4.70
TINITA11	Campanian Unarmored Cavalry, jvln (4)	\$4.70
TINITA12	Campanian Armored Cavalry,spr,shld (4)	\$4.70
TINITA13	Campanian/Etruscan Foot Command (6)	\$4.70
TINITA16	Etruscan Hoplite advancing (2 types) (8)	\$4.70
TINITA17	Etruscan Hoplite in reserve (8)	\$4.70
TINITA18	Etruscan Cavalry, cuirass,spr,shld (4)	\$4.70
TINITA19	Mounted Hoplite, slung shield (4)	\$4.70

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TINC4	Noble/Hvy Inf, spr,helmet,shld,mail (8)	\$4.70
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TINC7	Gaesati Naked Fanatic w/spear & shld (8)	\$4.70
TINC8	Warband Warriors, bareheaded,swrd,shld (8)	\$4.70
TINC9	Warband Warriors, barehd,spr,shld (8)	\$4.70
TINC10	Warband Warriors in tunics,swrd,shld (8)	\$4.70
TINC11	Warband Warriors in tunics,spr,shld (8)	\$4.70
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True 15mm metal miniatures

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**ESSRMA87 Early Archaemenid Persian (27cav, 102 inf) \$99.95**  
Contains 3 mid command, 8 Grd Hvy Cav, 8 Hvy Cav, 8 Bactrian Lt Cav, 40 Immortals, 6 ft command, 32 Persian/Median sparabara, 24 Phoenician marines.

## Carthaginian Wars

**ESSRMA92 Later Carthaginian (35 cav, 4 eleph, 72 inf) \$99.95**

## Museum Miniatures



# TIN SOLDIER UK





# 44 - Fantasy & Sci-Fi Miniatures

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## Other Armies

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Contains 12 Hvy Cav, 12 Lt Cav, 112 warband warriors (3 types), 16 javelinmen

**ESSRMA76 Alexandrian Macedonian (35 cav, 102 inf)** \$99.95  
Contains 3 mtd command, 12 Companions, 12 Thessalian Cav, 8 Prodromoi, 16 Agrianians, 16 Cretan archers, 24 Phalangites, 16 Hypaspists, 6 ft command

**ESSRMA14 Marian Roman (7 Cav, 156 inf)** \$99.95  
Contains 3 mtd command, 4 Hvy Cav, 96 legionaries, 12 ft command, 24 light archers, 24 Thracian peltasts.

**ESSRMA7 Late Roman (35 cav, 102 inf)** \$99.95  
Contains 3 mtd command, 16 Hvy Cav, 8 Clibanarii, 8 Cataphracts, 48 Legionaries, 6 ft command, 24 Legionary Lancers, 24 Legionary Archers



## 25mm World War Two

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# TABLETOP

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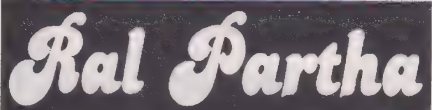
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**Modern Naval Start Set: USA Versus Soviet** \$44.95  
MOD Rules and 1/2400th Skytrex ships.

# fantasy & sci-fi miniatures

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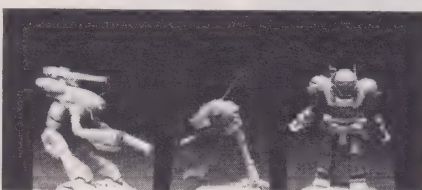
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RAL10824 Clan Heavy OmniMechs

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RAL11439	BASILISK (1)	\$11.50
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RAL11108	GREAT WHITE STAG (1)	\$6.50
RAL11109	GYPSIES (3)	\$8.95
RAL11110	GYPSIES DANCERS (3)	\$10.95
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RAL11703	ELVES (3) DARK SUN	\$8.95
RAL11704	CLIFF GLIDER DARK SUN	\$15.50
RAL11705	TEMPLARS (3) DARK SUN	\$8.95
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RAL11708	DARK SUN FEMALE GLADIATORS (3)	\$8.95

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RAL10509	DUNGEON GAME MINIATURES (10)	\$31.95
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RAL10512P	D&D MONSTERS (20 PLASTIC)	\$59.95
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RAL10561	BELLIDUMS MARAUDERS (13)	\$53.95
RAL10562	Hill giant & 12 ogres	
RAL10562	GREY BLOSSOM REGIMENT (26)	\$53.95
RAL10563	Mtd Hero, sohei, 24 bushi	
RAL10563	SKULL SMASHERS REAVERS (17)	\$53.95
RAL10564	Gnoll hero, shaman, 15 gnoll warrior	
RAL10564	IRON LORDS DWARF ORC-FOES (26)	\$53.95
RAL10565	Hero, cleric, 6 halberds, 6 X-bows, 12 axemen	
RAL10565	LORD HARCOURTS KNIGHTS (20)	\$53.95
RAL10566	Lord, cleric, 6 mtd knights, 12 longbowmen	
RAL10566	LORD SOTH'S CHARGE (13)	\$53.95
RAL10566	Lord Soth & 12 Skeleton Mtd Knights	

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RAL11901	LONGBOWMEN OF CORMYR (13 15mm)	\$11.50
RAL11902	CORMYR SWORDSMEN (13 15mm)	\$10.50
RAL11903	CORMYR EASTERN LANCERS (13 15mm)	\$10.95
RAL11904	CORMYR LORDS & WIZARDS (6 15mm)	\$11.50
RAL11920	ELF HORSE ARCHERS (7 15mm)	\$11.50
RAL11921	ELF LONGBOWMEN (13 15mm)	\$10.50
RAL11922	SILVER ELF PIKEMEN (13 15mm)	\$10.50
RAL11923	EVERESKA LIGHT CHARIOT 15mm	\$11.50
RAL11924	ELF NOBLE ARCHERS (13 15mm)	\$10.50
RAL11930	IRON DWARF REGULARS (13 15mm)	\$10.50
RAL11931	IRON DWARF AXEMEN (13 15mm)	\$10.50
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RAL11952	OGRES OF DRAGONSPEAR (7 15mm)	\$11.50
RAL11953	HOBGOBLINS OF DRGNSPR (13 15mm)	\$11.50
RAL11954	TROLLS MERC COMPANY (7) Due May	\$11.50
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### FANTASY

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RAL01011	ANGEL	\$6.50
RAL01019	ANGEL OF DEATH W/SCYTHE	\$7.50
RAL01027	RANGERS, MTD & ON FOOT	\$9.95
RAL01030	WRAITH WITH SICKLE	\$3.50
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RAL01038	WINGED PANTHER (1)	\$8.50
RAL01045	EARTH DAEMON (ELEMENTAL)	\$9.95
RAL01047	ARMORED CENTAUR W/BOW & SPEAR	\$7.50
RAL01051	GRIFFIN	\$7.50
RAL01060	DUNGEON LADY (1)	\$3.50
RAL01067	ARMORED GIANT W/BALL & CHAIN	\$9.95
RAL01068	DRAGON BOXED	\$16.50
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RAL01093	ANTI-PALADIN MTD & FOOT	\$9.95
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RAL01135	LAWFUL SWORDMASTERS (2)	\$6.50
RAL01136	CHAOTIC DOOM KNIGHTS (2)	\$8.50
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RAL01138	BLACK DRAGON	\$17.95
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RAL01143	MALKOTIAN SPEARMEN (2)	\$7.50
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RAL01160	ORC WAR CHIEFTAINS (2)	\$6.50
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RAL01406	EVIL SUPERHERO W/AXE & SHLD	\$9.95
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### FANTASY ARMY PACKS

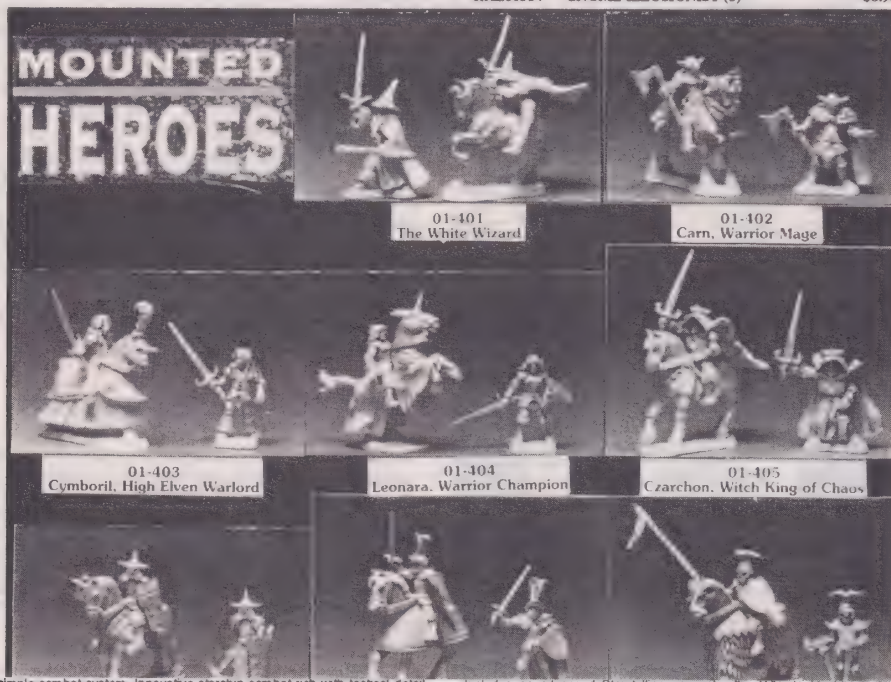
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RAL02059	FANGS OF FURY COMMAND	\$12.50
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RAL02114	JUSTICE LEGION FOOT SOLDIERS 6	\$12.50
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RAL02131	DAE-SHIRU SKIRMISHERS	\$12.50
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### FANTASY CHARACTERS

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RAL02303	RANGER IN MAIL W/BOW	\$3.50
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RAL02305	CHARGING FIGHTER	\$3.50
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RAL02337	FEMALE ADVENTURER THIEF (1)	\$3.50
RAL02338	ELVEN THIEF (1)	\$3.50
RAL02339	FEMALE CUTPURSE (1)	\$3.50
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RAL02925	RANGERS (3)	\$8.95
RAL02927	FEMALE WARRIORS	\$8.95
RAL02928	WYVERN	\$11.50
RAL02929	GNOMES (4)	\$11.50
RAL02931	FIGHTING PALADIN	\$3.50
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RAL02933	HALF ELF CHAMPION	\$3.50
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RAL02936	ARMORED MINOTAUR W/SWORD	\$9.00
RAL02937	FIGHTING PEGASUS	\$10.95
RAL02938	SKELETON WARRIORS	\$13.95
RAL02939	GNOLL CHAMPION W/HENCHBEASTS	\$8.95
RAL02940	SKELETAL GIANT	\$11.50
RAL02941	CHAOTIC WAR DRAGON & RIDER	\$17.50
RAL02942	BARBARIANS (3)	\$8.95
RAL02943	ARMORED OGRE	\$7.50
RAL02944	DRAGONMEN	\$9.95
RAL02945	SABRETOOTH	\$4.50
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GRE1608	CHAOS DWARVES	\$24.95

## FANTASY WARRIORS II

Excellent range of blister sets with 1 - 6 25 mm figure

GRE1401	WOOD ELVES WITH BOWS	\$12.95
GRE1402	WOOD ELVES WITH SPEARS	\$12.95
GRE1403	WOOD ELVES WITH SWORDS	\$12.95
GRE1404	FIGHTING MEN WITH LONG BOWS	\$12.95
GRE1405	FIGHTING MEN WITH POLE ARMS	\$12.95
GRE1406	FOOT KNIGHTS	\$12.95
GRE1407	WOOD ELF CHAMPIONS	\$12.95
GRE1408	FIGHTING MEN COMMAND	\$12.95
GRE1409	MOUNTED KNIGHTS	\$12.95
GRE1410	WOOD ELF COMMAND (4)	\$12.95
GRE1411	BARBARIANS W/HAND WEAPONS	\$12.95
GRE1412	MOUNTED PALADINS	\$12.95
GRE1413	WOOD ELF EAGLE RIDERS	\$12.95
GRE1414	FIGHTING MEN CHAMPIONS	\$12.95
GRE1415	MEDIEVAL HANDGUNNERS (5)	\$12.95
GRE1416	BARBARIAN COMMAND (4)	\$12.95
GRE1417	WOOD ELF HERO EAGLE RIDER	\$12.95
GRE1418	MEDIEVAL FOOT PALADINS (5)	\$12.95
GRE1419	CITY GUARDS WITH PIKE & HALBRD	\$12.95
GRE1420	WOOD ELF CAVALRY	\$12.95
GRE1421	FIGHTING MEN WITH HALBERDS	\$12.95
GRE1422	ELVEN LORDS	\$12.95
GRE1423	BARBARIAN WARRIORS	\$12.95
GRE1424	FIGHTING MEN W/CROSSBOWS	\$12.95
GRE1425	WOOD ELF CAVALRY COMMAND	\$12.95
GRE1426	BARBARIAN ARCHERS	\$12.95
GRE1427	HIGH ELVES WITH SPEARS	\$12.95
GRE1428	HIGH ELVES WITH LONG BOWS	\$12.95
GRE1429	BARBARIAN GIANT	\$12.95
GRE1430	HIGH ELVES WITH 2 HANDED WEAPN	\$12.95
GRE1431	BARBARIAN HEROES (5)	\$12.95
GRE1432	HALF ORCS WITH HAND WEAPONS 5	\$12.95
GRE1433	FIGHTING MEN WIZARDS & PRIESTS	\$12.95
GRE1434	BARBARIAN BERSERKERS (5)	\$12.95
GRE1435	EVIL FOOT KNIGHTS (5)	\$12.95
GRE1436	HIGH ELF CAVALRY W/LANCE (2)	\$12.95
GRE1437	HALF ORCS W/BOWS (5)	\$12.95
GRE1438	HIGH ELF CAVALRY	\$12.95
GRE1439	HALFLINGS	\$12.95
GRE1440	HALFLING HEROES	\$12.95
GRE1441	HALF ORC COMMAND	\$12.95
GRE1442	SHAMAN AND SORCERERS	\$12.95
GRE1443	WOOD ELF WIZARDS & DRUIDS	\$12.95
GRE1444	HIGH ELF COMMAND	\$12.95
GRE1445	BARBARIAN BEASTMASTER	\$12.95
GRE1446	BARBARIAN INDIVIDUALS (4)	\$12.95
GRE1447	FIGHTING MEN CANNON & CREW	\$12.95
GRE1448	MEN W/GIANT HANDGUNS (4)	\$12.95
GRE1449	MOUNTED MEN-AT-ARMS (2)	\$12.95
GRE1450	BARBARIAN INDIVIDUALS	\$12.95
GRE51004	UNDEAD CAVALRY (2)	\$12.95
GRE51006	UNDEAD BOLT THROWERS (2)	\$12.95
GRE51008	WRAITHS ON HORSES (2)	\$12.95
GRE51009	SPECTORS, MTD & FOOT	\$12.95
GRE51010	LICHES, MTD & FOOT	\$12.95
GRE51011	AMAZONS WITH SWORDS & SHIELDS	\$12.95
GRE51012	AMAZONS WITH 2 HANDED WEAPONS	\$12.95
GRE51013	AMAZON ARCHERS	\$12.95
GRE51015	UNDEAD GIANT	\$12.95
GRE51016	UNDEAD TROLL	\$12.95
GRE51017	UNDEAD WARRIORS	\$12.95
GRE51018	UNDEAD CAVALRY COMMAND	\$12.95
GRE51021	AMAZON CAT RIDERS	\$12.95
GRE51022	AMAZON CAT ARCHERS	\$12.95
GRE51024	HOBGOBLIN INFANTRY	\$12.95
GRE51025	HOBGOBLIN COMMAND	\$12.95
GRE51026	HOBGOBLIN HEROES (5)	\$12.95
GRE51027	HORSE RAIDER WARRIORS	\$12.95
GRE51029	HORSE RAIDER COMMAND	\$12.95
GRE51030	HORSE RAIDER HEROES	\$12.95
GRE51031	GOBLIN SPIDER RIDER WIZARD	\$12.95
GRE51032	GOBLIN SPIDER RIDER HERO	\$12.95
GRE51033	GOBLIN SPIDER RIDER LEADER	\$12.95
GRE51034	GOBLIN SPIDER RIDER GUNNER	\$12.95
GRE51035	UNDEAD FLYER	\$12.95
GRE51036	GOBLIN WARRIOR ON GARGOYLE	\$12.95
GRE51037	GOBLIN ARCHER ON GARGOYLE	\$12.95
GRE51038	HOBGOBLIN WARRIORS (3)	\$12.95
GRE51039	GOBLIN LEADER ON GARGOYLE (1)	\$11.95
GRE51040	GOBLIN LEADER ON GARGOYLE	\$12.95
GRE51041	DARK ELF INFANTRY	\$12.95
GRE51042	DARK ELF COMMAND	\$12.95
GRE51043	DARK ELVES W/ARQUEBOWS	\$12.95
GRE401	1" FANTASY BASES (10)	\$6.95
GRE402	HORSES BASES 2" X 1"	\$6.95
GRE403	DICE 20 X D6	\$6.95
GRE404	ELVEN WEAPONS	\$6.95
GRE405	HUMAN WEAPONS	\$6.95
GRE406	POLEARMS	\$6.95
GRE407	MONSTERS WEAPONS	\$6.95
GRE408	GOBLIN WEAPONS	\$6.95
GRE409	FLYING BASES	\$6.95

### Weapons Packs

### Artillery

GRE9201	STONE THROWER (1)	\$19.95
GRE9202	GIANT BALLISTA (1)	\$19.95

### Boxed Sets

GRE3511	GOBLIN WAR GIANT	\$54.95
GRE5301	UNDEAD CHARIOT	\$24.95
GRE5350	THE FIEND (BALROG 11 CM)	\$22.50
GRE5401	JUGGERNAUT	\$54.95
GRE5901	ORCS (50 PLASTIC FIGURES)	\$31.95
GRE5902	DWARVES (50 PLASTIC FIGURES)	\$31.95

### BOXED ARMIES

GRE9401	BARBARIAN ARMY (25)	\$49.95
King Banner Bearer, herald, 2 unit leaders, 2 standard bearers 8 archers, 9 infantry		
GRE9402	FIGHTING MEN ARMY (37)	\$49.95
Battleleader, 6 foot knights, 10 polearms, 10 archers, 3 bearers, 2 champions, 1 musician, 3 unit leaders, 1 hero		
GRE9403	WOOD ELF ARMY (33)	\$49.95
Battleleader, 7 swordsmen, 7 spearmen, 8 archers, 3 standard bearers, 2 musicians, 3 unit leaders, 1 herald & hero		
GRE9404	UNDEAD ARMY (26)	\$49.95
Warrior, giant, 9 spearmen, 8 archers, 2 standard bearers, necromancer, musician, 2 unit leaders, champion		
GRE9405	FIGHTING MEN CAVALRY (16)	\$49.95
Mid Warrior Knight, Mid Champion Knight, 6 mtd knights, 8 mtd Men-at-arms		
GRE9406	ORC STARTER ARMY (27)	\$49.95
Giant orc warrior, 4 giant orcs, wolf rider hero, orc shaman, 10 orcs w/2 handed wpn, 10 orcs w/1 handed wpn, 10 archers		
GRE9407	HIGH ELF CAVALRY ARMY (16)	\$49.95
Elf mtd warrior, 15 elf mounted spearmen		

### Army Packs

Clam-shell blister sets with 10 exaggerated 25mm figures

GRE5701	WOOD ELF CAVALRY (5)	\$18.95
GRE5702	WOOD ELF SPEARMEN (10)	\$18.95
GRE5703	WOOD ELF ARCHERS (10)	\$18.95
GRE5704	FIGHTING MEN ARCHERS (10)	\$18.95
GRE5712	ORC WOLF RIDERS (5)	\$18.95
GRE5713	ORC INFANTRY (10)	\$18.95
GRE5725	BARBARIAN ARCHERS (10)	\$18.95
GRE5726	BARBARIAN WARRIORS (10)	\$18.95
GRE5727	BARBARIAN INFANTRY (10)	\$18.95
GRE5728	BARBARIAN BODYGUARD (10)	\$18.95
GRE5729	HIGH ELF ARCHERS (10)	\$18.95
GRE5730	HIGH ELVES W/2HAND SWORDS (10)	\$18.95
GRE5731	HALFLING INFANTRY (15)	\$18.95
GRE5733	HALFLING ARCHERS (15)	\$18.95

### Specials & Individuals Packs

Clam-shell blister sets with 10 exaggerated 25mm figures

GRE9301	DWARF SPECIALS (10)	\$19.95
GRE9302	DWARF INDIVIDUALS (8)	\$17.95
GRE9303	ORC SPECIALS (10)	\$19.95
GRE9304	ORC INDIVIDUALS (8)	\$17.95
GRE9305	BARBARIAN SPECIALS (10)	\$19.95

## FANTASY WARRIORS INDIVIDUALS

Blister sets with 1 exaggerated 25mm figure.

GRE5201	RAGNAR THE BARBARIAN DESTROYER	\$2.95
GRE5202	SIR BORS MIGHTY KNIGHT	\$2.95
GRE5203	GLORTHIENDEL WOOD ELF LORD	\$2.95
GRE5204	FRIAR TUCK HUMAN CLERIC	\$2.95
GRE5205	WILLOWSON DRUID	\$2.95
GRE5206	BADMAR EVIL MAGE	\$2.95
GRE5207	UZBUG HALF ORC CHAMPION	\$2.95
GRE5208	SIR RANULPH HUMAN PALADIN	\$2.95
GRE5209	LOTHANDOR WOOD ELF MUSICIAN	\$2.95
GRE5210	WULFOAR BARBARIAN BERSERKER	\$2.95
GRE5211	NIMRODEL WOOD ELF LEADER	\$2.95
GRE5212	BEOMUND BARBARIAN MUSICIAN	\$2.95
GRE5213	MERLIN WHITE WIZARD	\$2.95
GRE5214	DUKE RELMAR HUMAN BATTLELEADER	\$2.95
GRE5215	UZBUG HALF ORC LEADER	\$2.95
GRE5216	LOTHIENDEL WOOD ELF BARD	\$2.95
GRE5217	BISHOP WENDEL HIGH PRIEST HUMN	\$2.95
GRE5218	TESMON STOUT HALFLING HERO	\$2.95
GRE5219	KIANTI	\$2.95
GRE5220	VALLATAR	\$2.95
GRE5221	DUKE HAGLIN	\$2.95
GRE5222	TUTENDOOM	\$2.95
GRE5223	PINESTONE	\$2.95
GRE5224	DIREBLADE	\$2.95
GRE5225	HIGH ELF LEADER	\$2.95
GRE5226	BARBARIAN SCOUT	\$2.95
GRE5227	WOOD ELF MAGE	\$2.95
GRE5228	BARBARIAN LEADER	\$2.95
GRE5229	GREY WIZARD	\$2.95
GRE5230	HALFLING FIGHTER	\$2.95

GRE5601	WITCH	\$2.95
GRE5602	AMAZON WARCHIEF	\$2.95
GRE5603	AMAZON BATTLELEADER	\$2.95



GRE5604	ENCHANTRESS	\$2.95
GRE5605	VALKYRIE	\$2.95
GRE5606	WRAITH	\$2.95
GRE5607	UNDEAD CHAMPION	\$2.95
GRE5608	UNDEAD STANDARD BEARER	\$2.95
GRE5609	WOOD ELF	\$2.95
GRE5610	HIGH ELF	\$2.95
GRE5611	BARBARIAN	\$2.95
GRE5612	FIGHTING MAN	\$2.95
GRE5613	FOOT KNIGHT	\$2.95
GRE5614	WOOD ELF MARKSMAN	\$2.95
GRE5615	BARBARIAN HERO	\$2.95
GRE5616	BARBARIAN BODY GUARD	\$2.95
GRE5617	BARBARIAN BATTLE LEADER	\$2.95
GRE5618	GOBLIN LEADER	\$2.95
GRE5619	UNDEAD BARBARIAN	\$2.95
GRE5620	DWARF WARCHIEF	\$2.95
GRE5621	BARBARIAN WARCHIEF	\$2.95
GRE5622	FIGHTING MAN MARKSMAN	\$2.95
GRE5623	WOOD ELF SCOUT	\$2.95
GRE5624	GIANT ORC WARRIOR #1	\$2.95
GRE5625	GIANT ORC WARRIOR #2	\$2.95
GRE5626	GIANT ORC WARRIOR #3	\$2.95
GRE5628	ORC SHAMAN (1)	\$2.95
GRE5629	ORC MUSICIAN (1)	\$2.95
GRE5630	DWARF BATTLELEADER (1)	\$2.95
GRE5631	GOBLIN HERO (1)	\$2.95

## MASTERPIECE SETS

Excellent skeletal monster series.

GRE5501	WAR MAMMOTH	\$26.95
GRE5502	DEATH DRAGON	\$26.95
GRE5505	IMPERIAL MAMMOTH	\$26.95
GRE5506	WAR RHINO	\$26.95

## GENERAL BOXED SETS

With 7 - 10 25mm metal figures.

GRE4902	NINJA ASSASSINS BOXED SET	\$26.95
GRE7001	DUNGEON PARTY	\$17.95
GRE7002	WOMEN OF ADVENTURE	\$17.95
GRE8801	LORDS OF LIGHT BOXED SET (10)	\$31.95
GRE8802	LORDS OF DECAY BOXED SET	\$26.95
GRE5000	FANTASY WARRIORS GAME	\$59.95
(Game includes 51 plastic orcs & 51 plastic dwarves)		
GRE3511	GOBLIN WAR GIANT SP	\$54.95

## DRAGONS

### Dragon Lords

Superb boxed sets with 25mm scale dragons.

GRE9601	BLACK DRAGON II	\$26.95
GRE9602	RED DRAGON II	\$26.95
GRE9603	WHITE DRAGON II	\$26.95
GRE9604	BRASS DRAGON II	\$26.95
GRE9605	GREEN DRAGON II	\$26.95
GRE9606	SILVER DRAGON II	\$26.95
GRE9607	BLUE DRAGON II	\$26.95
GRE9608	COPPER DRAGON II	\$26.95
GRE9609	BRONZE DRAGON II	\$26.95
GRE9610	GOLD DRAGON II	\$26.95
GRE9611	PLATINUM DRAGON II	\$26.95
GRE9612	SPECTRAL DRAGON II	\$26.95

### Julie Guthrie

Boxed Sets with one 25mm scale dragon.

GRE9901	GREEN DRAGON W/VICTIM	\$26.95
GRE9902	RED DRAGON	\$26.95
GRE9903	DRAGON ON TREASURE HORDE	\$26.95
GRE9904	SKELETAL DRAGON	\$26.95
GRE9905	CHAOS WAR DRAGON	\$26.95
GRE9906	GOLDEN WAR DRAGON	\$26.95
GRE9907	BLACK DRAGON	\$26.95

Prices are down up to 25%



# 50 - Fantasy & Sci-Fi Miniatures

GRE9908	WHITE ICE DRAGONS	\$26.95
GRE9909	BLUE DRAGONS	\$26.95
GRE9910	FIRE DRAGON	\$26.95
GRE9911	HYDRA DRAGON	\$26.95



## Special Dragons

Boxed Sets with one 25mm scale dragon.

GRE2529	SHADOW DRAGON	\$54.95
GRE2532	ROC - MEGA GIANT FALCON	\$54.95
GRE2533	WAR RHINO	\$49.95
GRE2534	HUGE BLACK DRAGON	\$49.95

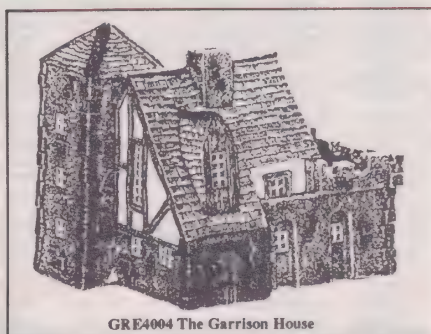
## FANTASY METAL SCENERY

Clamshell blistera with 25mm metal scenery.

GRE101	THE GATEWAY	\$17.95
GRE102	THE GUARDROOM	\$10.95
GRE103	THE PRISON	\$10.95
GRE104	CORRIDORS	\$10.95
GRE105	CORRIDORS	\$10.95
GRE106	THE WELL	\$10.95
GRE107	THE BUNKHOUSE	\$10.95
GRE108	THE TEMPLE	\$17.95

## FANTASY RESIN 25mm BUILDINGS

GRE4001	WOLFSBANE HALL	\$36.95
GRE4002	APOTHECARY'S SHOP	\$29.95
GRE4003	WIDOW GRIMBLE'S COTTAGE	\$19.95
GRE4004	GARRISON HOUSE SP	\$39.95
GRE4005	COBBLER'S ROW SP	\$29.95
GRE4006	THE ROUTED GOBLIN INN SP	\$36.95



GRE4004 The Garrison House

## FUTURE WARRIORS

Fully compatible with Warhammer 40K

### 25mm Resin Vehicles

GRE1301	SCARAB ANTI-GRAV VEHICLE	\$12.95
GRE1302	STREET GANG HOT CAR	\$12.95
GRE1303	BATTLEWAGON UV	\$12.95
GRE1304	LIGHTNING STRIKE BUGGY	\$12.95
GRE1305	SKYSHARK HELI-JET	\$12.95
GRE1306	ARMADILLO ARMORED TRANSPORT	\$17.95
GRE1307	CORPORATE SPORTS CAR	\$12.95
GRE1308	STARFISH	\$17.95
GRE1701	ASSAULT WALKER	\$12.95
GRE1702	ARACHNODROID	\$12.95

## 25mm Future Warriors

Blistera with ( ) exaggerated 25mm figures.

GRE1201	THUG (1)	\$2.95
GRE1202	CORPORATE FUGITIVE (1)	\$2.95
GRE1203	ROGUE SCAVENGER (1)	\$2.95
GRE1204	TINPOT DICTATOR (1)	\$2.95
GRE1205	GENTLEMAN SCAVENGER (1)	\$2.95
GRE1206	TROOPER SNIPER (1)	\$2.95
GRE1207	TROOPER LEADER (1)	\$2.95
GRE1501	SCAVENGERS (5)	\$12.95
GRE1502	ROBO HUNTERS (5)	\$12.95
GRE1503	TROOPERS (TACTICAL SQUAD) (5)	\$12.95
GRE1504	REBELS (5)	\$12.95
GRE1505	FUTURE SAVAGES (5)	\$12.95
GRE1506	LAW ENFORCERS (5)	\$12.95
GRE1507	TROOPERS WITH HEAVY WEAPONS (5)	\$12.95
GRE1508	STREET BIKES (2)	\$12.95
GRE1509	HEAVY METAL BAND (5)	\$12.95
GRE1510	FUTURE SAVAGES WITH GUNS (5)	\$12.95
GRE1511	TROOPER COMMAND (5)	\$12.95
GRE1512	BIKE RIDERS AND DRIVERS	\$12.95

## 15mm FANTASY

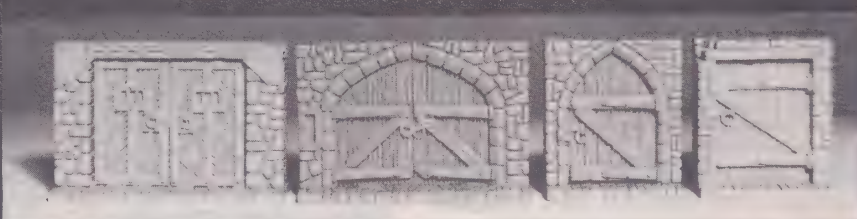
True 15mm Figures

GRE1801	ORC INFANTRY (12) 15mm	\$7.50
GRE1802	ORC ARCHERS (12) 15mm	\$7.50
GRE1803	ORC COMMAND (10) 15mm	\$7.50
GRE1804	ELVEN INFANTRY (12) 15mm	\$7.50
GRE1805	ELVEN ARCHERS (12) 15mm	\$7.50
GRE1806	ELVEN COMMAND (10) 15mm	\$7.50
GRE1807	DWARF INFANTRY (10) 15mm	\$7.50
GRE1808	DWARF X-BOWMEN (10) 15mm	\$7.50
GRE1809	DWARF X-BOWMEN (10) 15mm	\$7.50
GRE1810	GOBLIN WOLF RIDERS 15mm	\$7.50
GRE1811	ELVEN CHARIOT 15mm	\$7.50
GRE1812	GOBLIN SKIRMISHERS 15mm	\$7.50
GRE1813	ORC BOLT THROWER 15mm	\$7.50

GRNF0004 Widow's Lair \$23.95  
Also includes treasure & Lair Entrance



GRNF0007 Scarab APC (Figure not included) \$23.95



GRNF0001 Doors from Dungeon Builder (6, +2 stairs, 8 floors) \$26.95

GRE1814	ELVEN CAVALRY (4) 15mm	\$7.50
GRE1815	WAR MAMMOTH (1) 15mm	\$7.50

# Fantasy Forge

## FANTASY RESIN SCENERY

For use with 25mm fantasy.

### BattleField Scenery

FANBG01	PAVISE RESIN 25MM SCENERY	\$10.95
FANBG02	WHEELED MANTLET RESIN SCENERY	\$11.95
FANBG03	STONE WALL DEFENCES (3 FT)	\$34.95
FANBG04	SPIKED PALLISADES (2 FT LONG)	\$29.95
FANBG05	ARCHERS STAKES RESIN SCENERY	\$15.95
FANBG06	SPIKED PITS RESIN 25MM SCENERY	\$15.95

# Grendel

This is the company which bought out Fantasy Forge. They will release a new boxed game for Krynorsk later this year.

### 25mm Fantasy Resin Boxed Scenery

GRNF0001	Dungeon Builder: 2 stairs, 6 doors, 8 x A5 cardstock floor plans	\$26.95
GRNF0002	Dungeon Accessories: 4 pillars, 2 treasure, 2 guard pole statues, gateway, altar	\$23.95



- GRNF0003 Tavern: door, bar with barman, 3 sets of chairs, fire, dog, barrels. \$23.95
- GRNF0004 Widows Lair: huge & ugly spider, lair, victim and treasure See photo on page 50 \$23.95

## 25mm Kryomek Resin Figures & Scenery

- GRNF0005 Interdiction Marines: 15 resin marines & game stats to use them in Kryomek \$17.95
- GRNF0006 BattleSulit Marines: 10 Terminatr figure \$17.95
- GRNF0007 Scarab APC: resin APC, with game stats See photo on page 50. Suitable for Warhammer 40K \$23.95
- GRNF0008 Sei-Fi Doors & Floors: 6 doors, 8 x A5 cardstock floor plans. \$20.95

# Alternative Armies

## 15mm FANTASY

Billions with 6 - 15 or ( ) 15mm figures.

ALHOT1	DWARF COMMAND	\$11.95
ALHOT2	DWARF BLADES	\$11.95
ALHOT3	GOBLIN COMMAND	\$11.95
ALHOT4	GOBLIN HORDES	\$11.95
ALHOT5	GOBLIN WOLF RIDERS	\$11.95
ALHOT6	GIANT SPIDERS (6)	\$11.95
ALHOT7	GIANT (1)	\$11.95
ALHOT8	ELF COMMAND	\$11.95
ALHOT9	ELF KNIGHTS	\$11.95
ALHOT10	ELF SPEARMEN	\$11.95
ALHOT11	ELF BOWMEN	\$11.95
ALHOT12	UNDEAD COMMAND	\$11.95
ALHOT13	UNDEAD CAVALRY 2 cav + chariot	\$11.95
ALHOT14	HORDES OF THE DEAD	\$11.95

# Mithril

All figures are 25mm scale and come under coated.

## Mount Gundabad

MMM95	SAVIGA, THE KINGS CONSORT	\$3.75
MMM97	URUK-HAI WIMPS	\$8.50
MMM100	MANNISH SLAVES	\$8.50
MMM101	ORC SERFS	\$8.50

## Mirkwood II

MMM104	BILBO AND TWO DWARVES	\$7.50
MMM105	HUIINEN THE SEER	\$3.75
MMM106	ARIEN ELVEN MAGE	\$4.50
MMM108	THE SILENT SHADOW	\$7.50
MMM110	FEMALE WARRIOR	\$4.50
MMM111	DWARVISH SCOUT	\$3.95

## The Prancing Pony

MMM112	NORTHMAN BARD	\$4.50
MMM113	STRIDER, FRODO, & SAM	\$12.95
MMM114	SEATED CARD PLAYERS	\$10.95
MMM116	DRINKING COMPANIONS	\$10.95
MMM117	SEATED MEN DRINKING	\$10.95
MMM120	SEATED LUTE PLAYER & GIRL	\$8.50
MMM121	DRUNKEN MEN	\$7.50

## Laketown

MMM130	LONGBOAT & CREW	\$14.95
MMM131	MASTER OF LAKETOWN	\$3.75
MMM133	LAKETOWN GUARDSMAN	\$3.75
MMM134	RAFT ELVES	\$9.50
MMM135	LAKETOWN ADVENTURER	\$3.75

## 3rd Age Personalities

MMM136	MIRROR OF GALADRIEL	\$6.50
MMM137	CELEBORN	\$4.50
MMM138	SARUMAN AND THE PALANTIR	\$6.50
MMM139	ARAGORN AND ARWEN	\$8.50
MMM140	THE GREAT EAGLE	\$10.95
MMM141	THE GREAT GOBLIN	\$8.50
MMM142	GLORFIDEL	\$8.50
MMM143	ELROND AND THE RING OF AIR	\$3.95
MMM144	RIDDLES IN DARK	\$5.95

## Gorgoroth

MMM145	MOUTH OF SAURON	\$10.95
MMM146	MOUNTED NAZGUL	\$10.95
MMM147	NAZGUL ON FOOT	\$3.95
MMM148	OLAG-HAI TROLL	\$10.95

MMM149	HALF-TROLL COMMANDER	\$8.50
MMM150	URUK	\$4.50
MMM151	ORCS OF MORDOR (2)	\$8.50
MMM152	VARIAG HORSEMAN	\$10.95
MMM153	HARADAN CAPTAIN	\$4.50
MMM154	HARADAN INFANTRY (2)	\$8.50

## Durin's Dwarves

MMM155	THORIN OAKENSHIELD	\$4.50
MMM156	THRAIN DWARVEN KING	\$4.50
MMM157	DWARVEN ROYAL GUARDSMEN	\$8.50
MMM158	DWARVEN CRAFTSMAN	\$7.50
MMM159	DWARVEN INFANTRY	\$8.95
MMM160	DWARVEN ALCHEMIST	\$4.50
MMM161	DIS, DWARVEN MAIDEN	\$4.50
MMM162	DWARF ADVENTURER ON PONY	\$5.95
MMM163	DWARVEN ADVENTURER	\$4.50
MMM164	DAIN IRONFOOT & AZOG	\$10.95

## Ghost Warriors

MMM165	ERIBHEN AND RUIL	\$10.95
MMM166	TUGHAIB OF THE SPIRITS	\$4.50
MMM167	WALKING DEAD (2)	\$7.50
MMM168	GHOULS	\$4.50
MMM169	WIGHTS OF TUGHAID (2)	\$4.50
MMM170	SCAMMER, DUNLAND SCOUT	\$4.50
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## The Misty Mountains

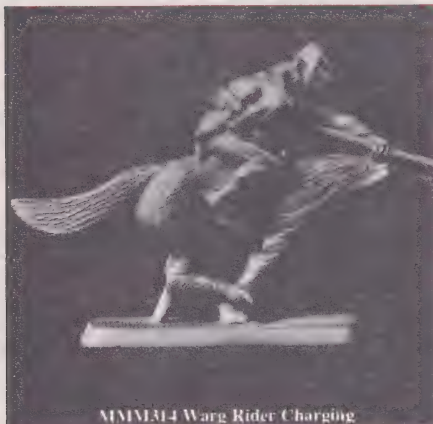
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MMM314 Warg Rider Charging



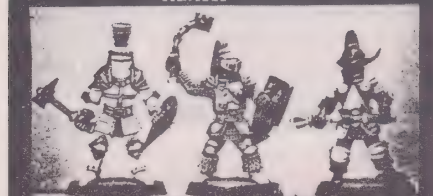
## FANTASY

Blisters with ( ) exaggerated 25mm figures with slot bases

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HEA111



HEA118

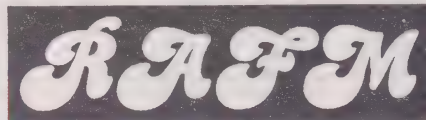


HEA227

## Single Figures

Blisters with 1 exaggerated 25mm figure with slot base

HEA5001	FEMALE ELF WIZARD (1)	\$3.25
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HEA5006	ELF CHAMPION (1)	\$3.25
HEA5007	PLAGUE KNIGHT W/AXE (1)	\$3.25
HEA5008	PLAGUE KNIGHT W/SWRD (1)	\$3.25
HEA5009	PLAGUE KNIGHT (1)	\$3.25
HEA5010	WERERAT CHAMPION (1)	\$3.25
HEA5011	CHAOTIC KNIGHT W/SPEAR (1)	\$3.25
HEA5012	CHAOTIC KNIGHT W/AXE (1)	\$3.25
HEA5013	KNIGHT W/MACE (1)	\$3.25
HEA5014	KNIGHT W/SWORD (1)	\$3.25
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## FANTASY

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RAF3208	MOUNTED GOBLIN ARCHER	\$9.00
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RAF3211	GOBLIN SKIRMISHERS	\$10.95
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RAF3906	FEMALE THIEF	\$3.50
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RAF3910	FEMALE CLERIC	\$3.50
RAF3911	MALE FIGHTER WITH AXE	\$3.50
RAF3912	FEMALE FIGHTER WITH AXE	\$3.50
RAF3913	DWARF FIGHTER WITH AXE	\$3.50
RAF3914	DWARF FIGHTER WITH HAMMER	\$3.50
RAF3915	ELF RANGER	\$3.50
RAF3916	ELF RANGER FEMALE	\$3.50
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CI4KM16	HEAVY FLAMER TERMINATOR (1)	\$8.95
CI4KM17	TERMINATORS TROOPER (1)	\$8.95

### Chaos

CI4KT05	CHAOS TERMINATOR (1)	\$8.95
CI4KT06	TRAITOR TERMINATOR CAPTAIN (1)	\$8.95
CI4KT07	TRAITOR TERMINATOR SERGEANT (1)	\$8.95
CI4KT08	TRAITOR TERM ASSAULT CANNON (1)	\$8.95
CI4KT09	CHAOS FLAMER TERMINATOR (1)	\$8.95
CI4KT11	KHORNE TRAITOR MARINE (2)	\$11.95
CI70460	NURGLE PLAGUE MARINES (2)	\$11.95
CI70465	WORLD EATERS ASSAULT MARINES (2)	\$11.95

### Space Orks

CI70510	SPACE ORKS	\$11.95
CI70535	ORK HEAVY WEAPONS BOY	\$7.50
CI70559	GRETCHIN	\$11.95
CI70618	ORK MADBOYZ	\$11.95
CI70669	ORK WARBOSS	\$8.95
CI70696	ORK SHOKK ATTACK GUN	\$14.95
CI70657	WEIRD BOYZ	\$11.95
CI4KO08	ORK FREEBOOTERZ	\$11.95
CI70794	ORK WARLORD GHAZGHKULL (1)	\$14.95
CI70644	ORK DREADNOUGHT	\$29.95
CI4KO12	GOFF SKARBOYZ	\$11.95
CI4KO13	GOFF NOBZ	\$11.95

### Eldar

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CI4KE03	ELDAR GUARDIANS	\$11.95
CI71522	BANSHEE ELDAR DREADNOUGHT	\$14.95
CI71523	WAR DAEMON ELDAR DREADNOUGHT	\$14.95
CI71524	WACKRY ELDAR DREADNOUGHT	\$14.95
CI71525	SPIRIT WALKER ELDAR DREADNOUGHT	\$14.95
CI71526	ELDAR WAR WALKER	\$14.95
CI4KE10	ELDAR HOVER GUN	\$11.95
CI71560	DARK REAPERS	\$11.95
CI71620	ASPECT HOWLING BANSHEES (5)	\$14.95
CI71621	ASPECT SWOOPING HAWKS	\$14.95
CI71622	ASPECT FIRE DRAGONS (5)	\$14.95
CI71623	ASPECT STRIKING SCORPIONS (5)	\$14.95
CI71624	ASPECT DIRE AVENGERS (5)	\$14.95
CI4KE18	ELDAR EXARCHS (MIX) (1)	\$8.95
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CI71604	ELDAR WARLOCKS & FARSEERS (1)	\$8.95
CI7WEB	WEB SPIDER ASPECT WARRIOR (1)	\$14.95



Eldar Web Spider Aspect Warrior



CI4K15 Ultra Marine Assault Squad with Jump Packs (5) \$29.95

### Imperial Forces

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CI72084	OGRYN (1)	\$11.95
CI72131	COMMISSARS	\$11.95
CI72195	COMMISSAR YARRICK (1)	\$11.95
CI4KI07	ADEPTUS ARBITES (3)	\$11.95
CI4KI08	ADEPTUS CAPTAIN & TROOPER (2)	\$11.95
CI72010	ADEPTUS MECHANICUS	\$11.95

### Squats

CI4KS01	SQUATS	\$11.95
CI4KS02	SQUAT HEAVY WEAPON TRIKE	\$11.95

### Tyrannids

CI4KT01	GENESTEALER PATRIARCH (1)	\$11.95
CI4KT02	GENESTEALER HYBRIDS	\$11.95
CI4KT03	TYRANID HUNTER-SLAYERS (3)	\$11.95
CI4KT04	PURESTRAIN GENESTEALERS (3)	\$11.95
CI4KT05	ENTHRONED GNSLTR PATRIARCH (1)	\$19.95
CITYRAN	TYRANID WARRIOR W/BONESWRD (1)	\$23.95
CISCREAM	SCREAMER KILLER(1)	\$39.95

I just couldn't help myself - I have a healthy obsession with ants, so I just had to get a 2000 point army of Tyrannids. A hive tyrant, (I use the Leading Edge Alien Queen), 3 Screamer Killers, 30 hunter slayers, 6 Tyrannids, & hordes of genestealers. They take a lot of casualties getting to the enemy, but once they get there, nothing can withstand their four armed frenzy & slashing claws.

### Boxed Sets

CI4BK01	ULTRA MARINE DEVASTATORS (5)	\$29.95
CI4BK02	ULTRA MARINE TACTICAL SQUAD (10)	\$38.95
CI4BK03	SPACE WOLF GREY HUNTERS (10)	\$38.95
CI4BK04	SPACE WLF GUARD TERMINATORS (5)	\$38.95
CI4BK05	SPACE WOLF BLOOD CLAWS (10)	\$29.95
CI4BK06	SPACE WOLF LONG FANGS (5)	\$29.95
CI4BK07	SPACE MARINE SQUAD (10 PLSTC)	\$14.95
CI4BK08	BLOOD ANGEL TACTICAL SQUAD (10)	\$38.95
CI4BK09	DK ANGL DEATHWING TERMINTORS (5)	\$38.95
CI4BK10	DARK ANGEL TACTICAL SQUAD (10)	\$38.95
CI4BK11	BLOOD ANGEL DEVASTATORS (5)	\$29.95
CI4BK12	BLOOD ANGEL DREADNOUGHT (1)	\$59.95
CI4BK13	BLOOD ANGEL DEATH COMPANY (10)	\$38.95
CI4BK14	PREDATOR TANK & decals (1)	\$29.95
CI4BK15	ULTRAMARINE ASSAULT SQUAD (5) WITH JUMP-PACKS	\$29.95
CI4BK16	RHINO APC & decals (1)	\$17.95
CI4BK17	SPACE MARINE TACTICAL SQUAD (10)	\$29.95
CI4BK18	SPACE WOLF DREADNOUGHT (1)	\$59.95
CI4BK19	LAND RAIDER & decals	\$38.95
CI4BK20	WARRIORS OF THE IMPERIUM (6)	\$14.95
CI4BK001	SPACE ORK WARRIORS (10)	\$23.95

## SPACE MARINE

1/285th scale metal figures.

### Imperial Forces

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CI76042	LEMAN RUSS TANKS	\$11.95
CI76043	PREDATOR TANK	\$11.95
CI76045	GORGON TANKS	\$11.95
CI76044	VINDICATOR TANKS	\$11.95
CI76046	LAND RAIDERS	\$11.95
CI76047	RHINO TANKS	\$11.95
CI76048	HELLHOUND FIRE THROWERS	\$11.95
CI76055	BANE BLADE HEAVY TANK	\$11.95
CI76056	SHADOWSWORD HEAVY TANK	\$11.95
CI76057	STORMHAMMER HEAVY TANK	\$11.95
CI76091	IMPERIAL BASILISK ARTILLERY	\$17.95
CI76092	IMPERIAL MANTICORE ARTILLERY	\$17.95
CI76093	IMPERIAL WHIRLWIND ARTILLERY	\$11.95
CI76094	IMPERIAL BOMBARD ARTILLERY	\$17.95



CI76095	IMPERIAL DEATHSTRIKE MISSILE	\$17.95
CI76071	DROP PODS	\$11.95
CI76072	TERMITES ASSAULT VEHICLES	\$11.95
CIE125	IMPERIAL MOLE	\$11.95
CI76049	IMPERIAL WHIRLWIND	\$11.95
CI76074	ROBOTS & DREADNOUGHTS	\$11.95
CI76075	THUNDERHAWK ASSAULT VEHICLES	\$11.95
CI76076	TARANTULAS & RAPIERS	\$11.95
CI76080	HELLBORE	\$44.95
CI76081	CAPITAL IMPERIALIS	\$44.95
CI76100	IMPERIAL KNIGHTS	\$11.95
CI76113	LEVIATHAN	\$17.95

## Orks

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CI76249	SKULL HAMMA	\$11.95
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CI76E010	GOBSMASHA	\$11.95
CI76258	SPLEENRENDIA	\$11.95
CI76301	BRAINCRUSHA	\$17.95
CI76302	GUTRIPPA	\$17.95
CI76303	BONE CRUNCHIA	\$17.95
CI76304	BONE BREAKA	\$17.95
CIE017	BATTLEWAGONS	\$17.95
CI76291	WEIRDBOY TOWER	\$11.95
CI76263	WARTRACK & HOPSPLAT	\$11.95
CI76264	SCORCHER ORK VEHICLE	\$8.95
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CI76267	SQUIG CATAPULT	\$11.95
CI76274	ORK PULSA ROKKITS	\$14.95
CI76286	MEKBOY SPEEDSTARS	\$11.95

## Eldar

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CI76422	WARP HUNTER ELDAR TANKS	\$11.95
CI76423	DEATHSTALKER ELDAR TANKS	\$11.95
CI76424	DOOMWEAVER ELDAR TANKS	\$11.95
CI76431	WAR WALKERS	\$11.95

## Chaos

CI76502	DEMONS OF NURGLE	\$11.95
CI76503	DEMONS OF KHORNE	\$11.95
CI76504	DEMONS OF TZEENTCH	\$11.95
CI76505	DEMONS OF SLAANESH	\$11.95
CI76506	DEMONS PRIMARCH	\$11.95
CI76514	KHORNE LORDS OF BATTLE	\$19.95
CI76541	TOWER OF SKULLS	\$8.95
CI76542	CAULDRON OF BLOOD	\$8.95
CI76543	DEATHDEALER	\$8.95
CI76521	CANNON OF KHORNE	\$11.95
CI76531	TZEENTCH FIRE LORD (1)	\$11.95
CI76532	TZEENTCH SILVER TOWER (1)	\$11.95
CI76533	TZEENTCH DOOM WING (1)	\$11.95
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## Squats

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CI764	120 space marines & 24 rhinos	\$17.95
CI765	SPACE MARINE LEGION	\$17.95
CI766	145 marines, 10 termies, bikes, etc	\$17.95
CI767	SPACE MARINE LAND RAIDERS	\$17.95
CI768	120 marines & 12 land raiders	\$17.95
CI769	ELDAR LEGION	\$17.95
CI770	120 eldar & 12 grav-tanks	\$17.95
CI771	ELDAR WAR HOST	\$17.95
CI772	125 eldar, 20 jetbikes, 10 cannons, etc	\$17.95
CI773	IMPERIAL GUARD	\$17.95
CI774	135 infantry, 10 bikes, 5 sentinels, etc	\$17.95
CI775	CHAOS HORDE	\$17.95
CI776	105 infantry, 30 beasts, 10 minotaurs, etc	\$17.95
CI777	ORK HORDE	\$17.95
CI778	120 ork boyz, 18 battlewagons	\$17.95
CI779	SQUAT WARRIORS	\$17.95
CI780	130 infantry, 20 bikes, 5 thud guns, etc	\$17.95
CI781	ORK INVASION	\$17.95
CI782	150 infantry, 5 warbikes, buggies, etc	\$17.95
CI783	STOMPERS (64 in total)	\$17.95
CI784	CHAOS TITAN OF KHORNE (1)	\$29.95
CISMB12	GREAT GARGANT	\$44.95
CISMB13	IMPERIAL STORMBLADE COMPANY	\$34.95
CISMB14	SQUAT CYCLOPS (1)	\$29.95

# WARHAMMER FANTASY

## Chaos

CI73201	WARRIORS OF CHAOS	\$11.95
CI73116	CHAOS BEASTMEN	\$11.95
CI73128	CHAOS THUGS	\$11.95
CI73130	CHAMPIONS OF KHORNE	\$11.95
CI73142	CHAMPION OF SLAANESH	\$11.95
CI73155	CHAMPION OF TZEENTCH	\$11.95
CI73167	CHAMPIONS OF NURGLE	\$11.95
CI73083	CHAOS KNIGHTS (1)	\$8.95
CIMM93	CHAOS BEASTMASTER	\$11.95
CI73210	GREATER DAEMONS OF KHORNE	\$19.95
CI73211	GREATER DAEMONS OF TZEENTCH	\$19.95
CI73212	GREATER DAEMONS OF SLAANESH	\$19.95
CI73213	GREATER DAEMONS OF NURGLE	\$19.95
CI73220	PLAGUE BEARERS OF NURGLE	\$11.95
CI73221	DAEMONETTES OF SLAANESH	\$11.95
CI73222	BLOODLETTERS OF KHORNE	\$11.95
CI73223	PINK & BLUE HORRORS	\$11.95
CI73238	SERVANTS OF CHAOS MIX	\$11.95
CI73231	NURGLINGS	\$11.95
CI73232	FLESH HOUNDS OF KHORNE	\$11.95
CI73233	FLAMERS OF TZEENTCH	\$11.95
CI73234	FIENDS OF SLAANESH	\$11.95
CI73240	BEASTS OF NURGLE	\$17.95
CI73247	JUGGERNAUT OF KHORNE	\$17.95
CI73254	MOUNTS OF SLAANESH	\$17.95
CI73256	FLYING DISKS OF TZEENTCH	\$17.95
CI73292	CHAOS SORCERERS	\$11.95

## Chaos Dwarves

CI75800	CHAOS DWARF HALBERDIERS (3)	\$11.95
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CI75815	CHAOS DWARF BULL CENTAUR (1)	\$11.95
CI75806	BULL CENTAUR STANDARD BEARER	\$11.95
CI75820	CHAOS DWARF ROCKET LAUNCHER	\$17.95
CI75850	HOBGOBLIN WARRIORS (4)	\$11.95
CI75855	HOBGOBLIN ARCHERS (4)	\$11.95
CI75860	HOBGOBLIN COMMAND (3)	\$11.95
CI75865	HOBGOBLIN WOLF RIDER (1)	\$8.95
CI75866	HOBGOBLIN WOLF RIDER COMMAND (1)	\$8.95
CI75873	HOBGOBLIN SNEAKY GITS (4)	\$11.95
CI75874	HOBGOBLIN BOLT THROWER, 3 CREW	\$17.95
CI75880	CHAOS DWARF HEROES	\$7.50
CI833	CHAOS DWARF ON GREAT TAURUS	\$44.95
CI834	EARTHSHAKER MORTAR	\$44.95
CI838	CHAOS DWARF SORCERER ON LAMASU	\$44.95

## Brettonians

CI7HB01	CHEVALIER D'HONOR (1)	\$8.95
CI7HB02	BRETTONIAN FOOT KNIGHTS	\$11.95
CI7HB03	BRETTONIAN FOOT RETAINERS	\$11.95
CI7HB04	BRETTONIAN CROSSWOMEN	\$11.95
CI7HB05	BRETTONIAN ARCHERS	\$11.95
CI7HB06	BRETTONIAN MOUNTED LORDS (1)	\$8.95

## Empire

CI7HW02	GREY BATTLE WIZARD ON FOOT	\$7.50
CI7HW03	GOLDIN BATTLE WIZARD ON FOOT	\$7.50
CI7HW04	CELESTIAL BATTLE WIZARD ON FOOT	\$7.50
CI7HW05	BRIGHT BATTLE WIZARD ON FOOT	\$7.50
CI7HW06	LIGHT BATTLE WIZARD ON FOOT	\$7.50

CI7HW07	AMBER BATTLE WIZARD ON FOOT	\$7.50
CI7HW08	AMETHYST BATTLE WIZARD ON FOOT	\$7.50
CI7HW09	JADE BATTLE WIZARD ON FOOT	\$7.50
CI7HW11	MOUNTED JADE BATTLE WIZARD	\$8.95
CI7HW12	MOUNTED AMETHYST BATTLE WIZARD	\$8.95
CI7HW13	MOUNTED LIGHT BATTLE WIZARD	\$8.95
CI7HW14	MOUNTED AMBER BATTLE WIZARD	\$8.95
CI7HW15	MOUNTED GREY BATTLE WIZARD	\$8.95
CI7HW16	MOUNTED BRIGHT BATTLE WIZARD	\$8.95
CI7HW17	MOUNTED CELESTIAL BATTLE WIZARD	\$8.95
CI7HW18	MOUNTED GOLD BATTLE WIZARD	\$8.95
CI7HW19	ACOLYTES OF LIGHT COLLEGE (2)	\$8.95
CI7HI02	KISLEV HORSE ARCHER (1)	\$8.95
CI7HI03	KISLEV HORSE ARCHERS COMMAND	\$8.95
CI7HI04	KISLEV WINGED LANCERS COMMAND	\$8.95
CI7HI05	KISLEV WINGED LANCERS (1)	\$8.95
CI7HI06	ICE QUEEN OF KISLEV (1)	\$8.95
CI7HI09	KNIGHT OF WHITE WOLF (1)	\$8.95
CI7HI10	GRANDMASTER WHITE WOLF (1)	\$8.95
CI7HI11	KNIGHTS PANTHER (1)	\$8.95
CI7HI13	KNIGHTS PANTHER GRANDMASTER (1)	\$8.95
CI7HI14	MOUNTED REIKSGARD KNIGHT (1)	\$8.95
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CI7HI23	IMPERIAL HALFLING TROOPS	\$11.95
CI7HI24	HALFLING HOTPOT CATAPULT	\$11.95
CI7HI25	IMPERIAL VOLLEY GUN	\$23.95
CI7HI26	IMPERIAL FOOT SOLDIERS (4)	\$11.95
CI7HI27	IMPERIAL COMMAND GROUP (3)	\$11.95
CI7HI28	IMPERIAL ARCHERS (4)	\$11.95
CI7HI29	IMPERIAL PISTOLIER (1)	\$8.95
CI7HI30	IMPERIAL HANDGUNNERS (4)	\$11.95
CI7HI31	IMPERIAL HALBERDIERS (4)	\$11.95
CI7HI32	IMPERIAL GREAT CANNON	\$23.95
CI7HI33	IMPERIAL REIKSGARD (3)	\$11.95
CI7HI34	TILEAN CROSS BOWMEN (4)	\$11.95
CI7HI35	FLAGGELLENTS	\$11.95

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CI7HI02	IMPERIAL STEAM TANK	\$44.95
CI7HI03	HEROES OF THE EMPIRE	\$29.95
CI7HI04	ELECTOR COUNTS (4)	\$29.95
CI7HI05	REGIMENT OF ALTDORF (30 halberdiers)	\$44.95
CI7HI06	HALBERDIERS (10 PLASTIC)	\$14.95
CI7HI07	IMPERIAL HERO ON PEGASUS	\$39.95
CI7HI08	KARL FRANZ ON WAR GRIFFON	\$44.95
CI7HI09	KNIGHTS OF WHITE WOLF (4)	\$29.95
CI7HI10	KNIGHTS PANTHER (4)	\$29.95
CI7HI11	IMPERIAL WAR ALTAR	\$44.95

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CI7WE16	ELF WARDANCERS (4)	\$11.95
CI7WE17	ELF ANIMAL HANDLERS	\$11.95
CI7WE30	DARK ELVES (4)	\$11.95
CI7WE31	DARK ELF COLD ONES	\$11.95
CI7WE32	DARK ELF CAVALRY	\$11.95
CI7WE33	DARK ELF WITCH ELVES	\$11.95
CI7WE34	DARK ELF ASSASSINS	\$11.95
CI7WE35	DARK ELF SHADOW WARRIORS	\$11.95
CI7WE36	DARK ELF BEASTMASTERS	\$11.95
CI7WE37	DARK ELF COMMAND GROUP (3)	\$11.95



STORMVERMIN



STORMVERMIN WARLORD



THROT THE UNCLEAN



PLAGUE MONK



PLAGUE MONK



PLAGUE CENSER BEARER



PLAGUE MONK



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CIWHE01	HIGH ELF SPEARMEN (4)	\$11.95
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CIWHE03	HIGH ELF BOWMEN (4)	\$11.95
CIWHE04	HIGH ELF SILVERHELMS MTD.(1)	\$8.95
CIWHE05	HIGH ELF REPEATING BOLTTHROWER	\$17.95
CIWHE06	SILVERHELMS CAPTAIN MTD (1)	\$9.95
CIWHE07	TECLIS HIGH ELF MAGE (1)	\$14.95
CIWHE08	TYRION HIGH ELF MTD PRINCE (1)	\$17.95
CIWHE09	HIGH ELF PHOENIX GUARD (4)	\$14.95
CIWHE10	SWORDMASTERS OF HOETH (4)	\$11.95
CIWHE11	SHADOW WARRIORS (4)	\$11.95
CIWHE12	WHITE LIONS OF CHIRACE (4)	\$11.95
CIWHE19	ELF WIZARD ON UNICORN	\$17.95
CIWHE20	WAR EAGLE RIDER (1)	\$23.95
CIWHE21	REAPER KNIGHT HERO (1)	\$8.95
CIWHE22	DRAGON PRINCE HERO (1)	\$8.95

## High Elf Boxed Sets

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CIWHE02	HIGH ELF SILVER HELMS (4)	\$29.95
CIWHE03	HIGH ELF WAR GRIFFON	\$44.95
CIWHE04	HIGH ELVES (10 PLASTIC)	\$14.95
CIWHE05	HIGH ELF ATTACK CHARIOT	\$29.95
CIWHE06	HIGH ELF HERO ON PEGASUS	\$44.95
CIWHE07	HIGH ELF REAPER KNIGHTS (4)	\$29.95
CIWHE08	DRAGON PRINCES OF CALEDOR (3)	\$29.95

## Dwarfs

CIWHD01	DWARF CLANSMEN	\$11.95
CIWHD02	IMPERIAL DWARFS	\$11.95
CIWHD03	BUGMANS CART	\$11.95
CIWHD04	DWARF COMMAND GROUP (3-4)	\$11.95
CIWHD05	DWARF ORGAN GUN	\$11.95
CIWHD06	DWARF CROSSBOWS	\$11.95
CIWHD07	DWARF TROLL SLAYERS	\$11.95
CIWHD08	DWARF IRONBREAKERS (4)	\$11.95
CIWHD09	DWARF LONGBEARDS (4)	\$11.95
CIWHD10	DWARF HAMMERERS(4)	\$11.95
CIWHD11	DWARF THUNDERERS (4)	\$11.95
CIWHD12	GOTREK & FELIX (2)	\$14.95
CIWHD13	KAZADOR DWARF KING	\$14.95
CIWHD14	UNGRIM THE SLAYER (1)	\$14.95
CIWHD15	BUGMANS TROOPERS	\$13.95
CIWHD16	DWARF CANNON	\$16.50
CIWHD17	BURLOCK DAMMINSON (1)	\$14.95
CIWHD18	KRAGG THE GRIMM (1)	\$14.95
CIWHD19	DWAR MINERS (4)	\$11.95
CIWHD20	DWARF MINER COMMAND (3)	\$11.95
CIWHD21	DEMON SLAYER (1)	\$11.95
CIWHD22	GIANT SLAYERS (2)	\$11.95
CIWHD23	DRAGON SLAYER (1)	\$8.95
CIWHD24	DWARF SPEARMEN	\$11.95
CI762	DWARFS (10 PLASTIC)	\$14.95
CI828	DWARF THRONE OF POWER	\$38.95
CI836	DWARF ANVIL OF DOOM	\$38.95
CI837	DWARF FLAME CANNON	\$44.95
CI840	BUGMANS BREWERS	\$34.95
CI842	DWARF GYROCOPTER (1)	\$23.95

## Skaven

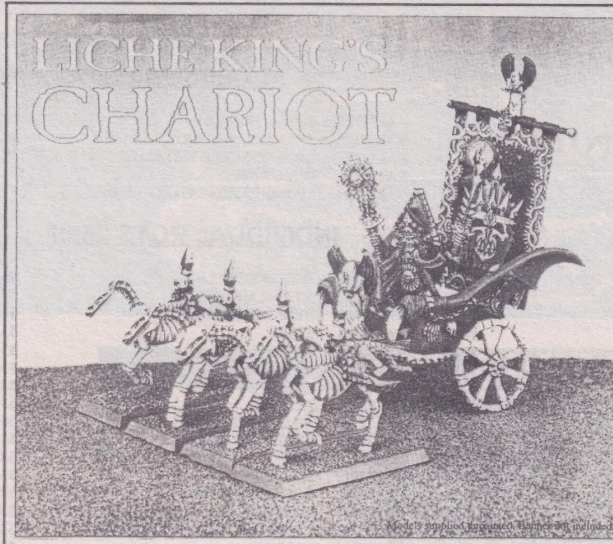
CIWHS01	SKAVEN WARRIORS	\$11.95
CIWHS02	SKAVEN CLAN RATS	\$11.95
CIWHS03	SKAVEN COMMAND GROUP (3)	\$11.95
CIWHS04	SKAVEN SLAVES (3-4)	\$11.95
CIWHS05	SKAVEN WARP FIRE THROWERS	\$11.95
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*Ral Partha Paints*

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25mm Foot Figures, Mechs	\$18.90 per figure	\$8.40 per figure	\$4.20 per figure
25mm Mounted	\$29.40 per figure	\$12.60 per figure	\$8.40 per figure
Monsters/Machines	Model's Retail x 2	Model's Retail x 1	-

Historical	Painting Technique Prices (incl. basing)		
	A	B	C
5mm Foot	-	-	\$0.32 per figure
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25mm Foot	\$6.30 per figure	\$4.20 per figure	\$3.15 per figure
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25mm Artillery	-	-	\$6.30 per cannon

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